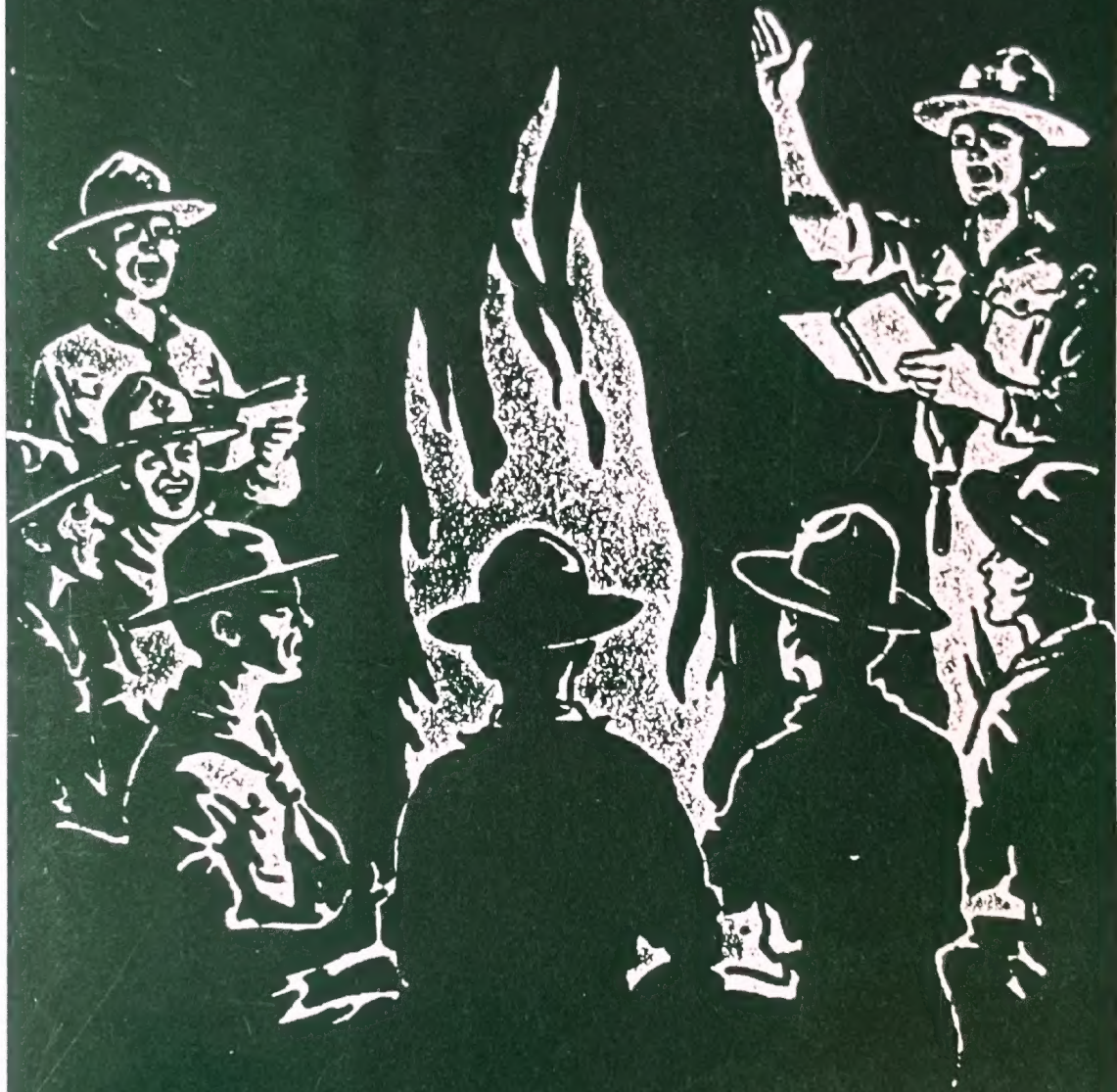


THE CANYON CAMP CAMPFIRE COMPANION VOLUME 1

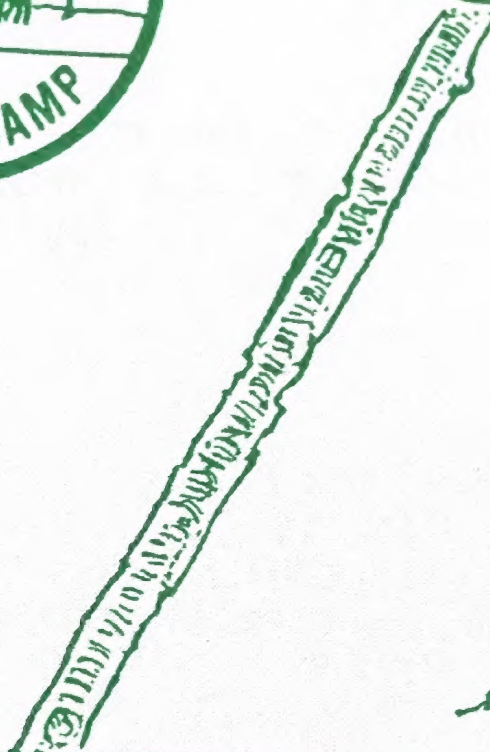


**A collection of songs, skits, run-ons,
openings, stories, and much more.**

**Canyon Camp, B.S.A.,
Blackhawk Area Council
Compiled by Wm. J. Kline**



Stagecoach Trail runs along a
19th century stagecoach line.



The Canyon Camp Campfire Companion Volume One

Songs, stories, skits, and other assorted
nonsense from the campfires of Canyon Camp,
Blackhawk Area Council, B.S.A.

Compiled by Wm. J. Kline

FOURTH PRINTING

1993

THE FOLLOWING SONGS, SKITS, YELLS, AND STORIES HAVE ALL BEEN TAKEN FROM OVER 20 YEARS OF CAMPFIRE WITNESSED BY THE AUTHOR, OR RELATED TO HIM BY OTHER SCOUTS AND SCOUTERS WHO HAVE WITNESSED OR PERFORMED THEM.

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CATALOG # _____

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PREFACE

Canyon Camp, located in the Apple River Country of Northwestern Illinois, it is a special place to anyone who has ever been lucky enough to visit it. Thousands of Scouts and Scouters have been enthused with the "Spirit of Canyon Camp." I have been privileged to spend many summers at Canyon Camp, and have caught the spirit. This booklet is an outgrowth of that experience.

We have always been proud of the campfires held at Canyon Camp. The hallmark of these campfires has always been fun! Perhaps someday I will compile a booklet of more serious material. Until then, this material should keep Scouts and Scouters laughing for many years to come.

I wish to thank John Van Dreesse for his great illustrations. I owe a debt of gratitude to all of those who produced Cub Scout Powwow books. They gave me a great start in creating this collection. And many thanks to the Scouts and Scouters that I have met over the years. Their contributions were invaluable. And thank you to the Blackhawk Area Council Trading Post Staff who have handled those dreaded words "shipping and handling."

I reserve a special appreciation to a group who helped plan, produce, and participate in thousands of campfires and dining hall antics with me. You inspired me to put this collection together back in the 1970's. I share a special bond with this group. They too, share the "Spirit of Canyon Camp." Scott and Marc Simenson, Scott Gelbach, Steve Diehl, Mike Beeth, Tom Howe, Jeff DeLeeuw, Dave Fetty, Monsignor Wm. Schwartz, Don Barry, Roy Prange, Bert Strohecker, and Dwight and Harold "Doc" held.

And to my "Campfire Companions" for over thirty years, a special note of thanks. Asst. Camp Director Lee (Bink) Binkley who has served continuously on the staff for 35 years, and to Denny (Duff) Pratt, who has served as Camp Director each summer since 1969. To those lucky enough to serve with these two Scouters, I will borrow a line from "Henry V." "We few, we happy few, we band of brothers." We all thank you.

Wm. J. Kline
June, 1993
Revised January, 2002

OPENINGS



LIE DETECTOR

Lie Detector - A good opening stunt. Bring out a cardboard box or crate, and explain that it is a lie detector, and that whenever anyone tells a lie, it sounds an alarm. Have someone offstage with a bell to act as the alarm. Start by having someone come up, and ask them a few questions. Then have them say a few lies, such as they are 146 years old, or they have purple eyes. Each time a lie is told, the bell rings. Thank the volunteer, and then go on to preview the rest of the campfire. Explain that the scouts are about to see one of the greatest campfires ever presented. (The Bell Rings) pause, and say that it is a pretty good campfire (Bell Rings), not a bad campfire, (Bell Rings) a campfire. Other introductions can be made in similar manner such as the world's best camp director, etc.

GET OFF MY BACK

Two people come in, one riding piggyback on top of the other. The one on top scolds the one on the bottom for all the things he's done wrong. The one on the bottom just keeps looking over his shoulder at the rider. The rider goes through a list of about 10 wrong things and finally says, "Do you have anything to say for yourself?" The bottom person looks disgusted and says, "YES, WILL YOU PLEASE GET OFF MY BACK!" The person on top says, "oh, yeah," jumps down and they exit together.

AUTOMATIC APPLAUSE

Tell everyone that you are going to teach them a neat trick. Tell them to place their two hands parallel to each other, palms facing, about ten inches apart. Then ask them to press their hands together real hard. Explain that your eyeballs are bulging out...press harder...the veins are sticking out of your neck...harder!...now relax and hold them apart as before. Now push them together again, now apart, now together, now apart...faster! Soon every one will be clapping their hands loudly. Thank them for a nice round of applause, and begin the campfire.

NOT HERE

Another quick opening is to ask everyone not here to raise their hands. A few will raise their hands, and explain that we'll have to wait until everyone is here.

START WITH A BANG

Blow up a balloon until it pops. Then explain that you wanted to start off the campfire with a bang!

TURN AROUND HANDSHAKE

Explain that you would like everyone to get acquainted. First have everyone shake hands with the person on his right, and then on his left. Then tell everyone on the word "Go" to turn around and shake hands with the person behind him. At this point, if everyone has followed directions, there will be no one behind to greet, for he, too will have turned around.

"OKAY" OPENINGS

To open, ask everyone to repeat the word "Okay" everytime you say it. Begin by welcoming everyone to the campfire, saying "Okay" occasionally. Then continue to pause, and keep saying "Okay." Begin the campfire, and say "Okay" occasionally throughout the campfire and keep the audience on their toes.

RAISING HANDS GAG

Ask the audience a number of questions, each time asking everyone to raise their hands to answer. Possible questions:

"How Many Of You Like Singing?"

"How Many Of You Like Skits?"

"How Many Of You Like To Have A Good Time?"

"How Many Of You Like To Laugh Out Loud?"

After asking these questions rapidly, then ask the following questions:

"How Many Of You Would Like To Clean Out The Latrine?"

"How Many Of You Think Raising Your Hands Is Childish?"

End with the remark, "If you think it's so childish, why did you raise your hands?"

WHISPER OPENING

Come out and welcome everyone to the campfire, but do so in a whisper. Continue to talk in a whisper, saying something like this:

"Hello, welcome to the campfire. Tonight we are going to have a very quiet campfire. I hope that's all right with you. I like quiet campfires without a lot of songs, skits, or cheers. Don't you? What? You Don't?"

Suddenly begin with a very loud voice, saying something like this:

"So you don't want a quiet campfire! You don't want a soft, easy-going type of campfire. Well, that's not what you're going to get. No sir-ee. The campfire tonight is going to be full of songs, skits, cheers, and fun! Are you all ready to have a good time?! (The audience shouts "Yeah!") "What?! I Can't Hear You!"

DOUBLE CROSS OPENINGS

Tell the audience that before the campfire begins, you want to see how well they can follow instructions. Ask everyone to listen carefully. Then ask them to cross their right leg over the left. Then the left over the right. Then cross their arms, legs again, then arms and legs together. Finally tell them you are going to make it harder by speeding up. Begin with rapid requests like cross your legs, cross your arms, uncross your legs, etc. End with the punchline "Cross Your Eyes!" It will get a laugh.

GET ACQUAINTED "PARTNERS"

Have everyone select a partner and wait for your commands. To start, have everyone stand face-to-face. Then give commands for all to follow such as "back to back", "elbow to elbow", "thumb to thumb" etc. As the game progresses, try more difficult commands such as foot to elbow, head to thumb, etc. After a while, have everyone switch partners.

Mix into groups — Tell everyone that when you say, "mix into twos" that everyone is to find a partner and introduce himself. When you say "mix into fours" (or any other number) they are to form groups of that size. Eliminate odd number groups until only one group remains.

MORE OPENINGS

CHEERS & APPLAUSE STUNTS



CHEERS AND APPLAUSE STUNTS

FIREWORKS - Take match, strike it (scratch), light firework (ssssh), takes off (whoosh), explodes (boom), impressed by the pretty sight (aaaahh).

UNCOORDINATED CHEER - Clap, but miss hands completely.

ROAD RUNNER - Beep, Beep-Zoom!

REVERSE APPLAUSE - Move hands away from each other.

HEART AND SOLE - Slap heart, and then sole of shoe, using both hands.

REAL BIG HAND - Make fist with thumb extended. Put thumb to lips and pretend to blow, extending fingers with each puff. Open hand and hold up.

ROUND OF APPLAUSE - Clap while moving hands in circular motion.

GIVE A BIG HAND - Hold out an open palm towards performer.

SEAL OF APPROVAL - Put elbows together, open and close forearms and hands, and bark in a high-pitched "Arf."

STAMP OF APPROVAL - Stamp feet on the ground.

POLITICIAN - Pat yourself on the back.

RUDOLPH APPLAUSE - Put your thumbs to your head with fingers up, forming antlers. Wrinkle your nose while saying: "Blink, blink, blink, blink."

TURKEY APPLAUSE - Say "Gobble, gobble, gobble," then rub stomach and say: "Yum, yum."

FROG POND: Divide the scouts into three groups. Have the first group say in high voices: "Tomatoes, tomatoes, tomatoes." The second group in deeper voices says: "Potatoes, potatoes, potatoes." The third group in deep bass voice: "Fried bacon, fried bacon, fried bacon." After rehearsing each group, turn them loose at once; continue until signal for silence.

WATERMELON - Pretend you're holding a watermelon, run it

past your mouth while slurping and turning head from right to left, then turn head back, spitting out seeds.

CANTALOUPE - Variation of watermelon; cup hands, spit out only one seed.

KETCHUP BOTTLE - Slap top of fist with other hand, as if slapping ketchup bottle.

CORK - Make motion imitating pulling cork from a bottle, make noise like a cork popping.

LET'S REALLY HEAR IT - Put hand to ear, as if listening.

CLASS A CLAP - Clap in the following rhythm: 1-2-3-4, 1-2-, 1-2; 1-2-3-4, 1-2, 1-2; 1-2-3-4, 1-2-3-4,...1-2-3.

CLASS B CLAP - Just like Class A, but hands miss on last clap.

THREE HOW'S & AN UGH - How! How! How! Ugh!

GOOD TURN - Stand up and turn around.

COOTIE CLAP (OR FLEA) - Flick middle fingernail and thumb-nail together.

TURTLE - Fold arms, place in front of face, spread arms and stick head out, saying "Nerk! Nerk!"

MOSQUITO - Rapidly slap face, neck, shoulders, etc.

LEAKY TIRE OR SNAKE - Hiss.

SONIC BOOM - Wave arms wildly and open mouth as if yelling, then sit quietly several moments, then yell loudly.

GUILLOTINE - Pretend to lock a victim into place, raise blade by pulling rope, cut rope, make motion of head rolling down chute.

RAIN STORM - Start clapping with one finger against opposite palm, then 2, 3, 4, 5, and reverse, ending with one finger again.

CHINESE CHEER - Fooey! Fooey! Fooey!

OIL CHEER - Crude! Crude! Crude!

RAQUEL WELCH CHEER - Hip! Hip! Hooray! (swing hips to sides)

PAUL BUNYAN CHEER - Divide audience into two groups, the Chips and Chops. As you point to each group they holler in unison "Chip or Chop." This is repeated faster and faster until tree is chopped down, and all holler "Timberrr" and "Whoosh" as the tree hits the ground.

APPLAUSE CLAP - Leader divides group into two sections. Each section claps only when leader points to it. Start slowly, build up speed. Wind up by pointing to both sections.

LIGHTNING APPLAUSE - Shake your finger like jagged lightning and go "Shhh Shhh" on each jagged movement.

JOLLY GREEN GIANT APPLAUSE - Say "ho-ho-ho" with hands on hips.

TONTO APPLAUSE - Leader shouts "Where does Tonto take his trash?" The audience yells in reply: "To da dump, to da dump, to da dump, dump, dump" to the rhythm of a running horse in a sing-song fashion, while clapping hands on thighs.

FLAPJACK APPLAUSE - Pretend to pry a spatula under a pancake, then throw it up into the air and nod your head three times up and down as if watching the pancake flip, and then catch it on the spatula.

ROBOT APPLAUSE - Walk in place, stiff-legged and stiff-armed, saying: "Does not compute. Does not compute."

PAPER BAG APPLAUSE - Make motions to simulate opening paper bag, forming neck, blowing it up and pop it, saying "Pop" loudly.

FRED FLINTSTONE/LAWRENCE WELK APPLAUSE - Move arm as if directing orchestra, tap foot, and say: "A one and a two and a Yabba Dabba Doo!"

ROCKETSHIP APPLAUSE - Count down "10, 9, 8...3, 2, 1...blast off!" Blast off with your hand, gain orbit, and say "Beep-beep, beep-beep."

MOTORCYCLE APPLAUSE - Raise foot and kick down three times while making a sputtering sound. Hold hands like gripping handlebars. On third try, the engine starts. Say "Varrooom."

BUCCANEER APPLAUSE - Hop on one leg, saying "Yo, ho, ho and a bottle of Coke."

BALLOON APPLAUSE - Make a fist. Put the thumb in your mouth and blow. Slowly open fingers to resemble enlarging balloon. Then flip out hand yelling "Pop".

INDIAN APPLAUSE - Stomp feet three times. Beat chest three times. Give Indian war whoop with hand over mouth.

HANDKERCHIEF APPLAUSE - Throw a handkerchief in the air with instructions for the audience to clap and cheer until you catch it or it falls to the floor. Vary the length of the noise, with a long throw, a short throw, no throw at all.

FIRE ENGINE - Divide into 4 groups. 1. Bell...ding, ding, ding. 2. Horn...honk, honk, honk. 3. Siren...rrr, rrr, rrr. 4. Clanger...clang, clang, clang. Have everyone go at the same time.

GIANT BEEHIVE - Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease.

HAY! - STRAW! - Explain that when you call out "Hay or Straw", the group is to respond with the opposite word.

FISHING - Pretend to cast and reel in fish. Catch a whopper, and then show how big it is by holding hands apart.

POW WOW CHEER - Explain to audience that when you call out "Pow", they are to respond "Wow" and vice versa.

LAWN SPRINKLER - Hold hands together, straight out in front of you. Begin slow turn to the right with a fast return to the left while making sounds like a sprinkler "spsss, spsss, spsss."

LIBERTY BELL - Ding, Ding, Ding, Dong!

MAD SCIENTIST - Hold up imaginary test tube in one hand. Pretend to pour something into it, then something else, then go "Booom!"

MILKING THE COW - Need two people for this one. With one person's arms out in front, fingers interlocked and thumbs down. Other person comes and takes a thumb in each hand and does the motion of milking a cow.

NAIL POUNDING - Start a nail, drive it in, and hit your thumb..."Ouch!"

MOOSE CHEER - Put your thumbs in your ears and wiggle your fingers. Give a moose call.

HOT PEPPER - Take a bite of a hot pepper, chew, and swallow, suddenly it's hot, real hot...express it by holding throat, fanning hand in front of mouth, gasp "Water".

GIANT SNEEZE - Divide group into thirds. Group 1 says "Ahhhhh", Group 2 "Ahhhhh", and Group 3 "Choooo". At the end the leader says "Bless You" or "Gesundheit."

GRAPE APPLAUSE - Use in conjunction with the watermelon and canteloupe. Imaginary grape between thumb and first finger. Pop grape into mouth with appropriate sound.

FROZEN APPLAUSE - Wrap arms around body and say "Brrr!"

CANNED LAUGHTER - Laugh loudly when lid is taken from can and become quiet when lid is replaced.

TWO & 1/2 OKAYS - O Kay, O Kay, Ohhhh!

CACTUS APPLAUSE - Yucca, Yucca, Yucca!

MATCH APPLAUSE - Pretend to strike a match on the seat of your pants. On the second try, it lights. Look at it, shake hand and yell "Yeoooooooo - ooow!"

SPIDER CHEER - Walk the four fingers from one hand up the other arm. When you reach the top yell "Eeeeeeeek!"

COOKIE CHEER - Leader says "Take a cookie in each hand, hold them up high, and squeeze. What do you get? Crummy, Crummy, Crummy!"

KNIGHT APPLAUSE - Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying "I Dub Thee Sir Knight." Can also be done with partners.

BARBERSHOP APPLAUSE - Clap hands as a barber strops his razor, first by rubbing your palms together, then stroking the back of your right hand across your left palm. Don't forget the barber's flourishes and, finally, the first downward stroke on your face accompanied by a harsh, scraping noise.

SIX SHOOTER APPLAUSE - Point finger in the air and say "Bang, Bang Bang!" Then blow "smoke" from the "gun."

PAUL REVERE APPLAUSE - Pretend to be riding a horse while moving up and down while saying "The British Are Coming, The British Are Coming."



BEAVER APPLAUSE - Start by yelling "Papa Beaver", and clap hands with straight arms and large swing for the beaver's tail hitting the water. Then announce "Mama Beaver", and put base of each hand together, and clap. Yell "Baby Beaver", and bring thumb and forefinger together. "End with Beaver Cleaver Cheer" by saying "Gee Wally!"

BOWLING - Pretend to throw the ball down the alley, and then yell "Strike".

DESERT RAT - "Water, water...Glub, Glub...Ahhhhhh!"

ECHO CHEER - Have one half of group holler out a cheer, and the other half as the echo, repeating the cheer repeatedly fainter and fainter.

COMPUTER APPLAUSE - "Does Not Compute!"

BIKINI APPLAUSE - Clap only using the index fingers. Leader exclaims "That's Why We Call It The Bikini Applause, There's Nothing To It."

CASEY JONES - Close fist and make circular motion while saying "Chug a Chug a Chug" followed by "Whooo, Wooo!"

BEAR HUG - Put your arms around your own shoulders and give yourself a big hug.

BASEBALL - Pretend to throw a ball up and pretend to hit it with the bat. After you hit the ball, shout "Home Run!" or, swing three times, and holler "You're Out!"

MOTORBOAT APPLAUSE - Flutter tongue on roof of mouth.

SNOWBALL APPLAUSE - Reach down and pick up some snow, and pack it into a ball. Pull arm back, throw, and yell "Splaaaaat".

RELAY APPLAUSE - Start at one end of each row of section. The leader claps the hand of the person next to him, and so on.

DOCTOR - Open your mouth, stick out your tongue and say "Ahhhhhh!"

PUMPHANDLE HANDSHAKE - Take partner's straight arm and move up and down as if pumping for water.

PARTNER APPLAUSE - Do this in a group. Have your neighbor put their hands out on the side of them with the palms up for the right hand, and palms down for the left hand. Then the next person places their hands on their neighbor's palms together. Then proceed to clap with each other.

HORSING AROUND - Make galloping noises and whinney.

BALL CHEER - When the ball is in your hands, everyone is

quiet. When the ball leaves your hands, everyone cheers. Try bouncing the ball, faking a throw, etc.

LION TAMER'S APPLAUSE - Simulate having chair and big whip. Hold chair out, crack whip while saying "Back, Back".

CAMP YELL - "Clap your hands, stomp your feet,————Camp can't be beat!"

SLOW MOTION APPLAUSE - Cheer and applaud in slow motion.

CHARLIE TUNA APPLAUSE - "Sorry, Charlie."

ICE CUBE - "Coool."

CAMPBELL'S SOUP - "Mmmm, mmmm good!"

A HAND AND A FOOT - Applaud with hands and feet.

JUMP ROPE - "Skip It!"

GARBAGE - Lift lid off garbage can, pinch nose and say "P - U".

STAMP YOUR FEET NO 2. - Pretend to lick stamp, and place it on the heel.

2000 POUND CANARY - Put hands in underarms to form wings, and flap them. Chirp in a very low voice.

LUCKY DUCK - Pantomime of a hunter aiming his rifle at a duck flying through the air. First the duck says "Quack, Quack", and then the rifles goes "Bang, Bang", and the duck continues "Quack, Quack."

NOT SO LUCKY DUCK - Same as above, but the duck hits the ground "splat".

MORE CHEERS

RUN-ONS



RUN-ONS

Two men enter throwing a football to each other, calling imaginary football plays. Asked what they are doing, they reply, "We're just passing through."

Bink: Enters spreading imaginary "Elephant Repellent" around
Duff: What are you doing?

Bink: Spreading Elephant Repellent.

Duff: Elephant Repellent?! There aren't any elephants within 10,000 miles of this place!

Bink: Does a pretty good job doesn't it!

Bink: Enters petting an imaginary animal. "Would you like to pet my henway?"

Duff: What's a henway?

Bink: About 3 or 4 pounds.

Two men enter carrying another hanging from a pole. The emcee asks what they are doing. The man hanging from the pole replies, "I'm just hanging around." The two men supporting the pole respond by "dropping the subject" on the ground.

A man approaches the emcee, complaining that he has peanut butter on the roof of his mouth, and can't get it off. The emcee suggests using his tongue to remove it, but the man tries, but to no avail. Next he suggests that he use his finger, which succeeds only to have peanut butter stuck on his finger. The emcee suggests wiping it on his scout shorts, but it does not stick. He next tries shaking it off, but it remains. Finally the emcee suggests eating the peanut butter stuck on his finger. Finally successful, the emcee goes on with the campfire. But soon the man returns, complaining he has peanut butter stuck on the roof of his mouth. He is chased out of the campfire ring.

Bink: Did you hear about my pet dog?

Duff: What kind of dog do you have?

Bink: A "Handyman" Dog.

Duff: What's a "Handyman" Dog?

Bink: It goes around the house doing odd jobs.

Bink: Did you hear about my pet dog?

Duff: What kind of dog is it?

Bink: It's a "Blacksmith" dog?

Duff: What's a "Blacksmith" dog?

Bink: You kick it in the rear end and it makes a bolt for the door.

Bink: I've been seeing spots before my eyes.

Duff: Have you seen a doctor?

Bink: No, just spots.

Man crawls on stage, cries: "Water, Water!" Second fellow comes running with a glass of water. First man thanks him, takes the glass, pulls out a comb and uses the water to comb his hair

One Scout is on stage as another enters.

1st Scout: Can I cash this check without any identification?

2nd Scout: Sure, but don't you have any friends in camp who can vouch for you?

1st Scout: Friends? No way...I'm the camp bugler. (or camp director, etc.)

Two Scouts are frantically performing CPR on another Scout. This proceeds for a few seconds with the appropriate counting and breathing. Suddenly, one of the Scouts shouts "switch". On that signal, instead of just the two performing the CPR switching, all three change places, including the victim.

Two farmers enter, one quite dumb, and the other a bit more intelligent. They engage in this quick conversation.

Ned: Hey, there's a bunch of cows over there!

Ed: Ned, that's not a bunch, that's a herd!

Ned: Heard of what?

Ed: Herd of Cows.

Ned: Of course I've heard of cows!

Ed: No, a cow herd!

Ned: I don't care if he did hear, we're just talking!

Two boys are having an argument

Bink: Certs is a candy mint!

Duff: Certs is a breath mint!

Bink: (Leaning closer) Certs is a candy mint!

Duff: (Feigning illness) You're right - Certs is a candy mint!

Fortune Teller: That'll be \$20 for two questions.

Client: Isn't that a lot of money for two questions?

F. Yes, it is. Now what is your second question?

Bink: (Enters crying) My watch stopped.

Duff: What happened?

Bink: I was putting insect repellent on when it stopped suddenly.

Duff: That's the problem, the insect repellent killed the ticks.

Bink: Desperate fellow runs on stage.

Duff: It's all around me! It's all around me!

Bink: What's all around you?

Duff: My belt!

Bink: Want to hear a couple of lulus?

Duff: Sure.

Bink: Lulu, lulu.

Bink: Enters with a large board, and throws it down.

Duff: What are you doing?

Bink: I don't know, I'm bored!

Bink: Enters poking the ground with a stick

Duff: What are you doing?

Bink: Just sticking around.

Bink: Enters throwing leaves around

Duff: What are you doing?

Bink: Just leafing (leaving)

Bink: Enters with a stump, and sits on it.

Duff: What are you doing?

Bink: I don't know, I'm stumped!

Bink: Enters galloping, stops and neighs and whinnies.

Duff: What are you doing?

Bink: Just horsing around.

Bink: Enters with a pine branch, and pokes Duff.

Duff: What are you doing?

Bink: I'm needling you.

Bink Enters with a bush and lays down
Duff: What's wrong with you?
Bink: I'm bushed!

"Duff enters swinging a cane in the air.
Bink: What are you doing?
Duff: I'm raising cane!

Duff enters, dragging a rope across the stage.
Bink: Why are you dragging the rope?
Duff: Have you ever tried pushing one?

Duff enters, pushing a rope that has been secured to a stick or wire.
Bink: What on earth are you doing?
Duff: Why, pushing the rope, of course.

Bink: (Singing) Soap...Soap...Soap!
Duff: What're you doing?
Bink: Oh, just singing a few bars!

Duff runs in after a particularly bad skit and begins to make hoeing motions with an imaginary hoe.
Bink: What are you doing?
Duff: Hoeing.
Bink: What are you hoeing?
Duff: Corn.
Bink: Where did you get the corn?
Duff: From the last skit.

Two scouts enter following tracks carefully on the ground. The two argue whether they are racoon tracks or deer tracks. They both continue arguing until they are run over by a train (a group of Scouts in a single file line, a flash light acting as the headlight of the train.) A Scout gets up and exclaims "Maybe they're train tracks!"

Man enters carrying a case..."I'm taking my case to court"
Man enters carrying a case over his head..."I'm taking my case to a higher court"
Man throws case into campfire ring before entering, "My case was thrown out of court"
Man enters with a noose..."A hung jury"
Man enters with an empty clothes hanger..."I lost my suit"
Man enters eating a banana..."I'm appealing my case"
Man enters with case, opening and closing lid..."It was an open

and shut case"

Man enters carrying a pair of underwear..."My lawyer is going to brief me"

A Scout walks in throwing a ball into the air and catching it Emcee asks, "What are you doing?" The Scout replies, "I'm throwing up!"

A patrol of Scouts comes marching in single file. The Scoutmaster barks the order, "Fall Out." The whole line falls down.

A Scout runs out screaming, and dies a quick and horrible death. The emcee asks, "What happened to him?" Another Scout enters and replies, "He just found out we're..." (Example: Having oatmeal for breakfast again)

Make a grand introduction about a "Man-Eating Fish" or a "Man-Eating Banana." From behind a sheet have a Scout eating a fish sandwich or a banana.

Two Scouts make digging motions. One hollers "Dig, Dig! The camp director said we could go to town if we dig up some girls!"

Two Scouts enter, one presses the head of the other, and that Scout makes hissing sounds. Emcee asks, "What have you got?" The Scout replies "An Aerosol can." The Scout making the hissing sounds runs off stage. The Other Scout replies "But it just ran out!"

A rope is tied to a Scout, and another is slowly dragging him across the stage. The Scout tied to the rope moves his feet really fast, as if running. Emcee asks "What are you doing?" and the Scout pulling the rope replies "Pulling a fast one!"

A Scout enters and starts jumping up and down. The Emcee asks "What are you doing?" The Scout replies that he just took his medicine, and the bottle said to shake well, and that he forgot to.

Two Scouts enter, agree on a deal, and say to each other "Let's shake on it!" Both clasp hands and begin to shake uncontrollably.



shake on it!" Both clasp hands and begin to shake uncontrollably.

Someone runs on stage and announces a hot news flash. He then strikes a match.

Someone walks out and waves his head and body back and forth as if a pendulum. After a few moments the Emcee begins the following conversation:

Bink: "What are you doing?"

Duff: "Keeping time"

Bink: "What time is it?"

Duff: "4:15"

(Emcee looks at a watch)

Bink: "No, It's five o'clock"

Duff: "Then I'll have to go faster."

(Begins to sway more rapidly)

Two boys around the campfire take soda crackers and "light" them in the fire. Then they quickly throw them into the crowd, cover their ears, and duck. When asked what they are doing, they explain that they are lighting "Fire Crackers."

Bink: What are you chewing?

Duff: Smart Gum. It makes you smarter.

Bink: Got any more?

Duff: Sure, but it'll cost you \$10.00.

Bink: OK (hands him \$10.00 and starts to chew). I don't feel any smarter. I think this is a joke!

Duff: See, you're smarter already!

Man searches for a lost item near the campfire. A stranger enters, asks what he's doing. "I lost my keys." Stranger helps him look for a while, finally asks where man lost them. "Over there," comes the reply, and the first man points out into the darkness. "Then why are you looking over here?" "Because the light's better."

Bink: Enters eating something.

Duff: What are you eating?

Bink: Yeast and shoe polish.

Duff: Yuk! Why eat yeast and shoe polish?

Bink: Because I want to rise and shine!

SMOKEY THE BEAR (Person comes in crying.) When asked why sobs, "SMOKEY...Smokey the bear... Well, what's the matter with Smokey the Bear?" "Sobs again." "He's lost his identity!" "Well what's there to cry about?" "He lost his identity and he's

UNBEARABLE NOW!"

ATTENTION! ATTENTION! (Person runs on saying this. When he gets everyone's attention he says, "I just love attention" and runs off.

Person runs in shouting "It's running up and down my back!" When finally asked "what is?" He says "Why my spine of course!"

Bink: (Hollering) Duff! Where are you?

Duff: Up here in the Banana tree!

Bink: We don't have any banana trees in camp!

Duff: Aaaaaaahhhhhh!

Scout runs in and is stopped by Emcee.

Bink: What's the matter?

Duff: I thought I saw a snake, but it turned out to be a stick.

Bink: Then why are you running?

Duff: Because the stick I picked up to beat it with turned out to be a snake!

Newspaper boy comes in and proclaims "Extra, Extra, Read All About It! One Man Swindled!" When a man comes up and asks for a newspaper, he charges him \$5.00. The man reluctantly pays him and walks away. Boy proclaims "Extra, Two Men Swindled!"

Scout comes in about to vomit. Emcee says "Hold Everything!", and the Scout replies "That's what I'm doing!"

A Scout rushes across the campfire with a spoon full of water. This happens repeatedly, with the Scout tripping and spilling the water occasionally. The Emcee asks "What's the matter?" The Scout replies "Don't bother me, my tent is on fire!" (or exclaim "your tent is on fire!")

A Scout walks out and proclaims there will now be a "Spot Announcement." Another Scout trots out on all fours, barks, and then trots off. The first Scout says "Thank you, Spot!"

Bink: Scout is fishing in a tin can.

Duff: "What Are You Doing?"

Bink: "Fishing"

Duff: "Fishing? Have you caught anything?"

Bink: "Yea, you're the tenth sucker I caught!"

A jokester enters hitting himself in the head with a hammer. "Why do you do that?" asks the Emcee. "It feels so good when I quit!"

Bink: "What are those things floating in the bay?"

Duff: "Buoys"

Bink: "What are those crazy birds squawking overhead?"

Duff: "Gulls"

Bink: "That figures, the gulls go where the buoys are!"

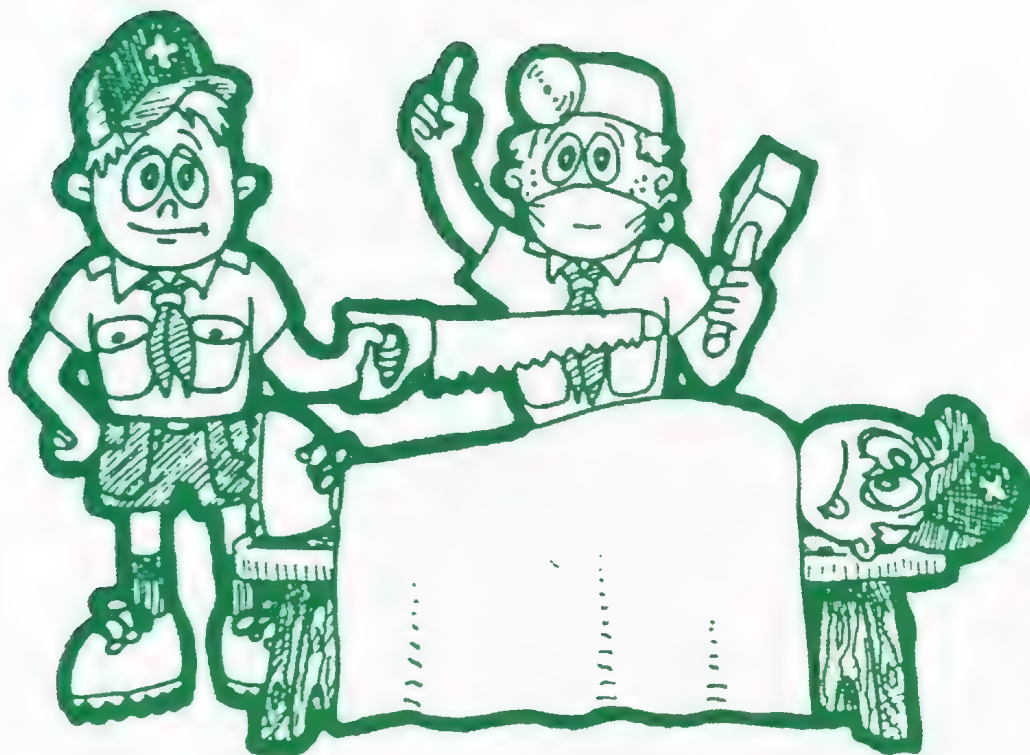
Scout enters with coffee cup. He takes a drink and spits it out. He replies "This coffee tastes terrible! It tastes like dirt!" To which another Scout replies "It ought to, it was freshly ground this morning!"

What Time Is It? One camper asks another what time it is. The other camper sights the stars with a sextant. He then checks a sundial. He makes a number of calculations and then announces the time. When asked how he can tell the time so accurately, his answer is, "I looked at my watch."



MORE RUNS-ONS

SKITS



ALPHABETICAL LISTING OF SKITS

American Express Card	Jelly Beans
Baseball	Jumbo the Elephant No. 1
Bear, The	Jumbo The Elephant No. 2
Beheaded Count, The	Lawn Mower Salesman
Black & Blue Ghost, The	Learn To Swim
Blacksmith's New Assistant, The	Light Bulb
Brain Transplant	Lighthouse Stunt, The
Call For Help	Lights, Camera, Action
Camping Trip, The	Little Rabbit Foo Foo
Camp Monologue	Lone Ranger. The
Candy Store	Magnifying Machine, The
Carnac	Midget Act
Carpenters, The	Mind Reader No. 1
Car Salesman, The	Mind Reader No. 2
Case of the Bulging Eyes, The	Minnie Muscles
Chess Nuts	Miss America
Crack Shot, The	Mugging, The No. 1
Ditch Diggers	Mugging, The No. 2
Doctor Bluebonnet	My Son Went To Paris
Doctor Skit Ideas	Mystery Box
Doggy Story	Napoleon Says Good-Bye
Down Came The Rain	To His Grandmother
Echo No. 1	No Skit
Echo No. 2	Ned & Ed
Every Litter Bit Hurts	Ohwa-Tagoo-Slam
Fight of the Century, The	One That Got Away
Fish Tales, No. 1	Operation Stunt
Fish Tales, No. 2	Overheated Car, The
Florist Friars	Peanut Butter Sandwiches
Fortune Teller	Pearly Gates No. 1
Fresh Fish For Sale	Pearly Gates No. 2
Frontier Life	Poor Conductor
Fruit of the Loom	Professional Wrestling
Gathering of the Nuts	Ralph The Wonder Dog
Gesundheit	Real Thing, The
Good News	Restaurant, The
Hair Balance	Rinso Clean
Haircut Machine	Rudolph The Red
Hollywood	School Daze
How Indians Tell Time	Shrinking Oil
Hunting Stunt	Sleeping Pills
I Cannot Pay The Rent	Somebody There
Infant Tree is Camping, The	Spitting Contest
Is It Time Yet?	Springtime Scene
J.C. Penney No. 1	Suckers On The Line
J.C. Penney No. 2	Suicide

Squaw Bury Shortcake
Take Off
Tankity Tank
Terrible Truck Driver, The
\$3.98 Crowbar, The
Three Rivers
Toilet Peppers
Too Tired To Move
Train, The
Trained Flea
Tree Climbing Championship

U-Boat
Ugh!
Ugliest Man In The World
Ugly Baby, The
Under The Big Top
Viper Is Coming, The No. 1
Viper Is Coming, The No. 2
Wee
Winniepoo, The
World Series Saga
Worst Aid

AMERICAN EXPRESS CARD

A Scout in a trenchcoat and hat acts the part of Karl Malden in the American Express Commercial. He begins "Do You Know Me? I'm Karl Malden, and I carry the American Express Card. Don't leave home without it. You'll see why...just watch!" A man begins slowly walking through the campfire, while two other men walk in the opposite direction. The two men walk swiftly past the first man and then suddenly the first man exclaims "Oh no, my wallet is gone! And I'm in a foreign country with no money and I don't know anybody!" Malden re-enters and says "You see, it can happen to anyone. In case you missed it, let's see that scene again, but this time in slow motion." This time the two men physically pick up the man, turn him upside down, find his wallet, look at the money, divide it and shake hands and leave. Malden concludes "The American Express Card, don't leave home without it."

BASEBALL

A flashlight held closely against the back of a tightly stretched sheet looks like a ball to the audience. With a pitcher at one end of the sheet and a batter and catcher at the other, you can have a comedy baseball game. Pitches such as a sinker, curve, fast, slow, boomerang, screwball, etc. can be thrown. The game can end with the batter hitting it out of the park.

THE BEAR

Scouts kneel on one knee in a single file facing the audience. No. 1 on the right end says, "There's a bar' over thar." Second person "Whar?" 1st person points to his right and says, "Thar," This is repeated with 2nd person saying "There's a bar' over thar," "No. 3 saying "What?" - No. 2 pointing to the right and saying "Thar."

This is repeated all the way down the line. The joke is to ask a favorite scouter to be the last one on the end. When everyone has done it, No. 1 falls to his left and the domino effect occurs with everyone stacked on top of the scouter.

THE BEHEADED COUNT

An English count and his helper have stolen the crown princess's jewels. The queen forced the count to admit it, but he refused to tell who his assistant was. The queen said, "Tell the name or you will be beheaded." He was silent. As he was being led to the chopping block, the count was asked again, but still he wouldn't tell. As the ax was coming down, the count yelled, "I'll tell, I'll tell." Too late, however, for the ax fell. The moral of the story is: Don't hatchet your counts before they chicken.

THE BLACK AND BLUE GHOST

A man walks into a hotel lobby and asks the clerk for a room. The clerk responds that he only has one room left, and he hesitates to rent it out because it is haunted. The man takes it anyway, and crawls into bed. Soon a ghost clad in a white sheet appears and moans "I am the white-eyed ghost in the white sheet, and this is my room. Go away!" The man runs out. This scene is repeated a few more times with different guests. Finally a big burly man checks in. When the ghost appears he exclaims "You'll be the black-eyed ghost in the black and blue sheet unless you get out of here!" The ghost runs off.

THE BLACKSMITH'S NEW ASSISTANT

Needed is a blacksmith, and his brand-new assistant. The blacksmith explains to the assistant that he must watch very carefully, and that he must do exactly what he tells him to do. The assistant says he understands. The blacksmith explains "First I take a horseshoe out of the fire, and when I nod my head, you hit it," The blacksmith takes a horseshoe out of the fire, places it on the anvil, and his assistant proceeds to hit the blacksmith squarely on the head with the hammer. He collapses and the assistant turns to the audience with a puzzled look on his face.

BRAIN TRANSPLANT

A man goes to get a brain transplant. He is shown various models, from the brain of a peddler for five hundred dollars to the brain of a physicist for one thousand dollars. Then he is shown a brain for five thousand dollars. The man asks why this brain is so expensive? The doctor replies, "It belonged to _____ (camp director, etc.) and it has never been used."

CALL FOR HELP

A Scout is on the edge of Echo Canyon. Two muggers are also there. Offstage is another Scout who acts as the Echo.

Scout: Boy, this Echo Canyon is great. Heeeellllooo!!
(Echo offstage responds). Muggers walk up to the Scout)

1st Mugger: Hey Kid, what are you doing?

Scout: I'm just listening to this great echo. Listen to this! Hello Down there!
(Echo repeats)

2nd Mugger: Boy, that's really great. Can you do some more?

Scout: Sure!

(Scout continued shouting for the next minute with a variety of yodels, Tarzan calls, etc. Finally, he becomes very hoarse, and can hardly talk.)

1st Mugger: Hey, why'd you quit? That sounded great?

Scout: (Whispering) I lost my voice. I think I shouted too much
(Coughs and wheezes)

2nd Mugger: You mean you lost your voice, and you can only whisper?

(Scout nods head. Both muggers look at each other, smile, and begin to mug the Scout. The Scout shouts for help, but can only whisper. As muggers run off laughing, the Scout turns to the audience and whispers "Help").

THE CAMPING TRIP

Two campers, one big and one little, are needed. A group of Scouts to act as a motorcycle gang are also needed. The big and little campers enter carrying packs. They both go through the motion of pitching a tent.

Big Camper: "I hate to tell you this, but it looks like there will only be room for one person in this tent. You'll have to sleep outside."

Little Camper: "But that's not fair! Give me a good reason why you should stay in the tent."

Big Camper: (Raising his hand) "I'll give you five good reasons. 1, 2, 3, 4, 5 (as he counts with his fingers, he makes a fist, and puts it in the face of the smaller camper."

Little Camper: "Those are five good reasons!! I think I'll sleep outside!"

Both bed down, and fall asleep. From offstage this motorcycle gang enters, preceded by the gang saying in unison "and from out of the blue come the Gutstompers motorcycle club!!" The gang proceeds to beat up the little guy, and quickly leave. Little camper goes over to the big camper to complain.

Little Camper: "Hey, I was just attacked and beaten up by a motorcycle gang."

Big Camper: "Oh sure! You just want to sleep in the tent. Now go back outside and go to sleep."

The little camper goes back and falls asleep. The Gutstompers again enter, preceded by the slogan "And out of the blue comes the Gutstompers motorcycle gang." The gang proceeds to pummel the smaller camper, and again leaves. Little camper again complains to the bigger camper.

Little Camper: "Hey!, that motorcycle gang came back and beat me up again. It's not safe out there!"

Big Camper: "Okay, If you are that scared, you sleep in the tent,

and I'll sleep outside."

The campers change places, and quickly fall to sleep. From offstage the gang enters.

Motorcycle Gang Leader: "Do you know what guys? We've picked on this guy outside of the tent long enough. This time, let's beat up the guy inside the tent."

(At that moment the little camper quickly wakes up, and the motorcycle gang chases him off stage)

CAMP MONOLOGUE

The following can be done as a monologue by one person, or each part can be done in parts.

What about that guy who runs the rifle range? Makes you wonder what he does the other nine months of the year. Every time he finishes shooting at the rifle range, he takes out his handkerchief and wipes the fingerprints off of the rifle.

What about the guy who teaches fishing merit badge? He said he was going to teach us how to fish with flies. Well, we camped with flies, slept with flies, swam with flies, and hiked with flies. We even ate our meals with them. But never once did we ever catch a fish with them.

How about that nature merit badge instructor? He told us that eagles have very good eyesight, that they can read a newspaper from a mile away. Now everyone knows eagles can't read.

Then there's the trading post director. Have you ever tried trading anything at the trading post? All he ever wants is cash.

And then there is the mess hall. They sure named that right.

To end, someone begins crying in the audience. One of the Scouts asks "Why are you crying? Don't you have a sense of humor?" The Scout replies "You can laugh all you want, you're going home tomorrow. I have to stay here another week!"

CANDY STORE

The proprietor of the candy store asks for two volunteers to stand behind him. He then proceeds to announce his candy store is open for business. Several people come up and ask for a particular type of candy bar. All are told that they are all sold

out of that brand. Finally one customer asks what the candy store has for sale. The proprietor, pointing to the two volunteers, responds with "Just These Two Suckers." (Note: the people asking for candy can add a lot by dressing up for the part.) Examples: Baby Ruth - Baby; 3 Musketeers - 3 men with swords; \$100,000 Bar - Rich Man; Mars Bar - Martian with antenna; Rollo - Roll on side; What-chamacalit, Snickers, etc.

CARNAC

Here are a couple of questions and answers if you wish to do a Johnny Carson "Carnac" routine.

Answer: He hasn't actually been in the water in so long, that his body is covered with rust.

Question: How does the aquatic director keep his rich dark tan year around?

Answer: Fire the camp cook.

Question: How can the camp director make the camp a safer place?

THE CARPENTERS

Two inept carpenters are taking nails out of a box. One of them keeps throwing the nails away. The first carpenter asks the second "Why are you throwing those nails away? They're perfectly good nails!" The second man replies, "The heads are on the wrong end!" The first man replies "Silly, those are for the other side of the house!"

THE CAR SALESMAN

This skit involves a car salesman and a number of Scouts on all fours acting as used cars. A customer walks up and wants to buy one of the cars. He tries them out by sitting on them and starting them. The "cars" give the appropriate noises of starting. Two of the cars are fine, but the one he is interested in has problems. When the man sits on it, it falls down and sputters. The salesman has the answer though. He asks for a couple of "Volunteers" from the audience to come up and hold up the car. He then explains that the car only needed a couple of "nuts."

THE CASE OF THE BULGING EYES

A patient is wearing a shirt with the top button buttoned. He is

at the doctor complaining that his eyes bulge out. The doctor examines him and tells him he can find nothing wrong. He suggests the patient go shopping and get his mind off of the problem. The patient leaves the office, and crosses over to a storekeeper. He asks for a size 36 shirt. The storekeeper takes out his tape measure and measures his neck. He replies "Sir, you mean a size 38 shirt, not size 36. The patient replies "No, I mean a size 36. I've been wearing a size 36 all my life." The storekeeper replies "That's impossible sir. If you wore a size 36, the shirt would be so tight your eyes would bulge out!"

CHES NUTS

Two Scouts are playing chess in front of the campfire. Each is a champion, and each brags about all of the tournaments they have won. Two other Scouts enter and begin to listen to the bragging. The third Scout asks the fourth "What's going on?" The fourth Scout replies "Oh, just a couple of chess nuts boasting by an open fire!"

THE CRACK SHOT

This can be a crack shot or an Annie Oakley impersonation. The gunman is introduced as the world's champion shot, who has performed before kings and presidents. A fanfare announces his entrance. Assistants carry his guns, and his dress is overemphasized.

An announcer or barker introduces each imaginary shot. He shoots at balloons held by his assistant. A thumb tack is taped to the assistant's thumb, and he breaks the balloon after each "shot". You may also use soda crackers that break in the hand of the assistant after each shot.

Shots can be used such as:

- Plain Shot
- Shot From the Hip
- Behind The Back Shot
- Ricochet Shot
- Slow Motion Shot
- Around The World Shot

DITCH DIGGERS

Two ditch diggers digging a ditch watch their boss walk by, and then just stand around. One digger turns to the other and asks the other why they do all the work while the boss gets paid more. The other man doesn't know, and suggests that he go ask. He then asks the boss, who explains by putting his hand against

a tree, and telling the worker to hit his hand as hard as possible. When the worker swings, the boss pulls his hand away, and the worker hits the tree instead. The boss then orders the injured man back to work. When he returns to the ditch, the other worker asks him what the answer is. The injured worker explains by putting his hand in front of his face and says "See this hand, hit it as hard as you can..."

DOCTOR BLUEBONNET

A man walks into Dr. Bluebonnet's office. He asks the nurse to see the doctor. The nurse replies that the doctor is out, but will be back in a few minutes. The nurse directs the man to go into the next room and lay down, and Dr. Bluebonnet will see him shortly. This is repeated by a number of patients with various ailments. Finally Dr. Bluebonnet arrives. He asks the nurse if there are any patients. The nurse repeats their various ailments, and says they are all in the next room. The doctor goes in and lays down on the legs of the patients. As he does so, they all sit up in unison and sing "Everything's better with blue bonnet on it."



DOCTOR SKIT IDEAS

The following are jokes that can be used to create a doctor skit.

Patient: Doctor, my neck feels like a lead pipe, my nose is stuffed up, and my throat is clogged.

Doctor: You don't need a doctor. You need a plumber.

A man walks into a doctor's office with no appointment. The nurse tells the man he must wait until those with appointments are seen. Other patients with a variety of ailments (twitching, limping, bad back, coughing, etc.) all enter and see the doctor in his office. Finally the doctor comes out of his office. He has picked up all of the symptoms of his patients, and is coughing, itching, twitching, etc.

A patient constantly talks about his illness to the doctor. The doctor can't get a word in edgewise. Finally the doctor says "Stick out your tongue, and keep it there until you get better."

Patient: Doc, you charged me one hundred dollars to paint my throat.

Doctor: What did you expect? Wall to wall carpeting?

Patient: Doc, I have a serious amnesia problem.

Doctor: How long have you had this problem?

Patient: What problem?

DOGGY STORY

One: Say _____ (fill in name) what kind of dog have you?

Two: I have a setter (Walks on stage carrying chair, sits on chair, quickly rises and exits.)

(As each succeeding player come in. One repeats, Say what kind of dog have you? Each makes his response as follows and exits.)

Three: (pointing a stick at audience) "I have a Pointer."

Four: (carrying a large spring) "I have a Springer."

Five: (with bucket) "I have a Water Spaniel."

Six: (with clock or watch) "I have a watch dog."

Seven: (with box or boxing gloves) "I have a Boxer."

Eight: (enters with a mop)

One: "Say _____ what kind of dog have you?"

Eight: "I have a puppy!" (end of skit, both exit)

DOWN CAME THE RAIN

Two Scouts are centerstage. One is reading a book, while the other is just daydreaming. Also needed is someone to throw water at the conclusion.

1st Scout: (Reading Book) Hey, here's a poem that I remember reciting as a child.

Mary went for a walk one day
Down a shady lane
And all of a sudden
Down came the rain!

2nd Scout: Boy, how can you remember that? I have a terrible memory. I can't memorize anything.

1st Scout: Oh sure you can. It's easy. Just repeat after me. Mary went for a walk....

(1st Scout recites each line, and the second Scout repeats it. But when they reach the final line, the 2nd Scout has a difficult time remembering it. Instead of saying the correct line, he keeps reciting something different. Examples:

She went insane
She felt a sharp pain
Along came a train

This keeps up until the 2nd Scout finally repeats the correct line "Down came the rain". When he finally repeats it correctly, a pail of water is thrown on him.

ECHO NO. 1

The announcer tells the audience that powerful echoes can be heard on this spot. He calls out something, which is echoed three times with the help of people hiding off stage. The disbelieving audience is treated to about two examples when the announcer calls out what he ate for lunch, namely baloney. But when he calls out baloney no echo is heard. Puzzled, he tries again, but still no answer. So he tries another echo by calling out "Camp _____ is great!" The response is echoed back "baloney," "baloney," "baloney."

ECHO NO. 2

Announcer: "We are at a resort hotel in the mountains. Manager is waiting for his guests." Guests arrive. 1st Guest: "I understand you have a good hotel." Manager: "Absolutely." 1st Guest: "With excellent food." "Absolutely." "And a fine view." "Absolutely," "But what do you have for entertainment?" Manager: "The most extraordinary echo in the world." 1st Guest: "Let me try." (Yells) "HEY THERE!" Echo (hidden boy outside campfire circle): "Hey there." 2nd Guest: "Now let me try," yells something. Echo answers. Other guests try in turn, with Echo answering. Last guest yells: "HOW ABOUT A DRINK?" Echo: "I'll be right down."

EVERY LITTER BIT HURTS

Staff members or older Scouts find litter on the ground, and complain about the thoughtlessness of campers who litter. Next, a young boy enters, and litters all over. The older Scouts rush in, grab him, and proceed to beat him up. Finally they pick up the young boy and ask, "What did you learn from this experience?" He answers painfully, "I learned that every litter bit hurts!"

THE FIGHT OF THE CENTURY

Two inept and over the hill fighters are in the center of the ring. A referee and cornerman are also characters. You may also wish to add a girl to carry the cards announcing the rounds. The fighters are terrible. Between rounds the cornermen say the various lines: "Keep it up kid, you've got a no-hitter going!" One fighter asks "Am I doing any damage!" The cornerman replies "Keep swinging champ, the breeze may give him a head cold!" To end the fight, both fighters clench and the referee raises both of their hands, declaring a draw. Both fighters collapse in the center of the ring.

FISH TALES NO. 1

All skit members except one are seated on a bench or row of chairs and holding imaginary fishing poles...a policeman (identified by a sign around his neck) arrives...

Policeman: "What are you doing?"

1st Fisherman: "We're fishing!"

Policeman: "But there's no water here."

Another Fisherman looks down and says: "Fellas, you know he's right."

All fisherman reel in their lines, straddle the bench or chair, and "row" away with imaginary oars!!

FISH TALES NO. 2

A line of fisherman are sitting on the bank of a river. All have fishing poles in the river. All have their heads bowed until it is their time to speak.

1) Not bad fishing for a day.

2) Yea, not bad.

1) You know I've caught a fish over 8 inches before.

2) Big deal, I've caught fish over 20 inches before.

1) Well in Texas we measure them between the eyes.

3) Any Luck Charlie?

4) Yep, I caught a 65 pound fish, but decided not to keep it. How about you?

3) I did fish out a lantern that I lost about 3 years ago. And believe it or not, it was still burning.

4) All right, maybe my fish wasn't 65 pounds. So I'll knock off 60 pounds if you blow out the light in that lantern.

5) Tell me seriously, how is the fishing in Texas?

6) Terrible. Fished all day and only caught one fish. Luckily 2 men came along and helped me throw it back.

FLORIST FRIARS

Once upon a time three monks went into the florist business. One day a few children ran into their yard and were eaten by a man-eating plant the friars were growing. The parents of the children were insistent that the plant be destroyed, but the friars refused. So the people got the village blacksmith, Hugh, to run the friars out of town.

The moral of this story is: Hugh, and only Hugh, can prevent florist friars.

FORTUNE TELLER

An announcer introduces an appropriately dressed person as a swami or fortune teller, and invites others to have their fortunes told. The first has the lines on his palm read. Finding no lines, Swami uses a pen or marker to make some. He then tells the man he will fall in love soon. As he walks off, a "girl" rushes up and carries him off. The second man will have the bumps on his head read. Finding no bumps, the Swami makes some with a hammer. He then proceeds to tell the man that he will become rich. As he walks off, he finds a penny. Finally a third man will have his "foot" read. The Swami takes his shoe, tells the man he is going on a long journey, and throws his shoe into the distance.

FRESH FISH FOR SALE HERE TODAY

Characters: A fishmonger, several customers. A sign, "Fresh fish for sale here today," made on paper or cardboard. Scissors.

First customer walks by, sees sign, says, "Today-you don't need that word. Anybody knows it's today." Fishmonger: "You're right. I'll take the word off." Other customers persuade him to cut off in order: "here," "for sale," and "fresh." Finally the sign

is reduced to "Fish." The last customer holds nose and says, "You don't need that sign—you can smell it a block away!"

FRONTIER LIFE

A narrator tells a story of the harsh frontier life on the prairie. Also needed are Scouts to perform various actions cued by the narrator, a large group of Scouts to act as a thundering herd of buffalo, and three "volunteers" whom the joke will be played on. The narrator begins by asking for three volunteers from the audience. (Have three volunteers come on stage, and have them lay down on their stomachs next to each other). Now the narrator begins, "Now to begin, life on the frontier was very harsh. First, the wind swept across the Prairie..." (A Scout comes out and using a broom, sweeps the backs of the three volunteers).

"The Sun beat down..." (A Scout hits the backs and heads of the volunteers with a rolled up towel) "And the rain came down." (A Scout sprinkles water on the volunteers). The narrator continues with the story, explaining how it was difficult to plant crops, build a home, etc. with all of the above actions repeated each time. Finally the narrator explains that worse than the wind, rain and sun was the constant fear of a buffalo stampede. (On that cue, a large group of Scouts charges across the stage and over the three volunteers).

FRUIT OF THE LOOM

Two staff members (John and Bill) are talking as campers walk by. Bill seems to know all of the camper's names. John, puzzled, asks how he learned all of the campers' names so quickly. Bill responds by telling him that it's as simple as looking at the tags on their T-shirts. He explains that the mothers always write the kids' names on the shirts, and by looking at the collar you can easily learn the names. He demonstrates on a passing camper by introducing him to John. "John, meet (looking at the tag) Jimmy. Jimmy, meet John." John, figures he knows how, and tries an introduction on the next camper who walks by. "Bill, I'd like you to meet (looking at the tag) Fruit of the Loom."

GATHERING OF THE NUTS

Select a cast to enact the following dramatic roles and read the play allowing time for each character to play his part:

Horns "Toot, toot"

Drum "Boom, boom"

Cymbals "Clang clang"
Curtains (Two people stand together, then apart)
Moon (Get up)
Trees (Wave arms)
Sun (Sit down)
Wolf (Howl at the Moon)

The ORCHESTRA plays and the CURTAINS part. The TREES wave in the breeze. The SUN sets. The MOON rises. And a WOLF enters howling. Did you ever see such a gathering of nuts?

GESUNDHEIT

A line of soldiers is at attention, ready for inspection. Someone sneezes, and the officer in charge is furious. He starts at one end of the line asking each soldier if he was the one who sneezed. Each soldier exclaims that it wasn't him, but the furious officer fails to believe them, and orders each one shot. He continues down the line with each soldier answering the same response (I remember sneezing last week, but not today, or I didn't sneeze, but I'd be happy to try, etc.). Finally the officer reaches the last man in line, the last man not shot. "Did you sneeze?" the officer asks. "Yes, I did" replies the soldier. "Gesundheit," exclaims the officer.

GOOD NEWS

A prison camp commander stands in front of a line of soldiers (prisoners). Sporting a heavy German accent he proceeds to tell the men he has good news and bad news. First the good news: Everyone will get a change of underwear. Everyone cheers. The bad news: Joe, you change with John, Jim with Frank, etc...

HAIR

1st actor runs hand through his hair, makes great show of pulling out one "hair." Pulls out other imaginary "hairs." "Ties" them together two by two and places them on arm, like waiter carrying a napkin. Picks up "tied" "hairs" and rolls them between fingers to make "rope." Stretches "rope" to length of outstretched arms. Gives 2nd actor one end to hold, stretches "rope" even further. 1st and 2nd actors start swinging "rope" like skipping rope. 3rd actor jumps in. Then 1st and 2nd have a tug-of-war. 3rd cuts "rope" with knife. 1st and 2nd fall to the ground, get up - walk out. 1st actor dragging rope after him (or "ties" "rope" to imaginary "dog" and lets "dog" lead him out).

HAIR BALANCE

This act is introduced with great ballyhoo, calling attention to the delicate sense of balance developed by the performer after years of practice. Now he has perfected a trick of balancing a 4-foot hair. The audience is told how the 4-foot hair was found. An assistant brings out a large tray with the imaginary hair on it. The professor carefully picks up the hair, runs his finger along the entire length of it, stretching in order to reach the other end. He feels the end and finds it quite sharp. He works out some imaginary kinks, sights along the hair to see if it is straight, then gives it another adjustment. Now he is ready to perform with much fancy footwork and delicate balancing:

1. He balances the hair on its end on center of his palm.
2. He balances it from the end of his finger.
3. He tosses the hair from one hand to the other and keeps it upright. He misses once, to add reality to the trick.
4. Finale. He balances hair on the end of his nose.

HAIRCUT MACHINE

A boy wearing a large wig enters the "barbershop" and asks for a haircut. The barber asks him to stick his head in the Haircut Machine (a large box). The boy puts his head in the box, and there is much yelling, accompanied by sounds of machinery. The boy switches his wig for a bathing cap. He then removes his head from the machine and runs wildly off the stage.

HOLLYWOOD

PROPS:

Pitcher of water, banana, chalk, small pail, flatiron, stand, table, bowl of goldfish containing a piece of carrot, vegetable grater, sheets of paper. Movie camera (box with floodlight and fan to give a flickering effect).

CHARACTERS:

Camera operator.

A reader or director.

Hero, Heroine, Maid, Curtain 1, Curtain 2, Chair (more if desired), Hour 1, Hour 2, Sun, Darkness, Stairs, Shadow 1, Shadow 2, Clock. All Characters are marked with large signs.

SCENE:

When the play opens, Sun is lying on the stage floor.

Curtains stand front, center, back to back.

Stairs are at back of stage. Hero is seated at stand on which are

the grater and pitcher of water.
Goldfish bowl is on the table. Chairs at one side.
Darkness stands at other side under a black cloth.

VOICE (either director's or off stage over P.A.):

"Hollywood! A motion picture in one act, without actors—just characters. Produced by _____, directed by _____, censored by _____, costumes, buy low and sell high. Action! Camera!

"We find our show has now begun,
The curtains part (1)*, and the clock strikes one (2).
The Sun rises (3), a little bit late,
And our Hero studies before the grate (4).
Over his notes he is studiously pouring (5).
And their contents greedily devouring (6).
he crosses the floor (7), three times, no more,
And a fish in the bowl, also, no more (8).
The Maid comes tearing down the Stairs (9)
And falls into—one of the Chairs (10).
Our Heroine sweeps (11) into the room,
And the Maid flies out (12) like on a broom.
Seeing a bit of the fish's tail (13),
The Heroine turns a little pale (14).
But now our Hero on bended knee (15)
Appeals to her (16) to married be.
The Hours pass (17) as he presses her hand (18),
But his fruitless appeal we can understand (20),
Which leaves us with no happy ending.
So the Sun goes down, lower-lower (21),
And the Shadows come one, slower-slower (22).
The Clock strikes two (23), and Darkness falls (24),
And, if you please, no curtain calls (25)."

ACTION CUES:

1. Curtains separate and walk off stage.
2. Clock strikes Hero on head.
3. The Sun stands up, rising slowly.
4. Hero stares at food grater.
5. Hero pours water over notes (sheets of paper).
6. Hero tears notes and chews them.
7. Hero makes three x marks on floor with piece of chalk.
8. Hero goes to fish bowl and lifts out piece of carrot which he slides into his mouth.
9. Maid runs in and tears up sign "Stairs."
10. Maid falls into lap of a Chair.
11. Heroine enters sweeping with a broom.
12. Maid exits making birdlike motions.

13. Hero exposes carrot sticking out of his mouth.
14. Heroine lifts and turns the pail.
15. Hero kneels before Heroine.
16. Hero peels a banana and eats fruit.
17. Hours walk across the stage from opposite directions.
18. Hero presses flatiron to Heroine's hand.
19. Hero places banana skin under the stand.
20. Hero tries to make Heroine bend but she stands stiffly.
21. Sun goes down, halfway, three-quarters way, all the way.
22. Shadows come on too fast. Then slow down.
23. Clock strikes Hero and Heroine, and they collapse.
24. Darkness does a prone fall.
25. Curtains walk to center and assume original positions.

HOW INDIANS TELL TIME

An emcee announces the next skit as "How Indians Tell Time". A number of Scouts acting as Indians then come out and begin to shout and holler very loud. On a signal, they stop and put a hand to their ear to listen. Hearing nothing, they begin to shout again. This is repeated until when they are listening, and someone from offstage hollers "Be quiet down there! Don't you know it's 2 o'clock in the morning?" The Indians smile and leave.

HUNTING STUNT

Several campers are placed at different spots in the woods beyond the campfire. The performer is in the circle. He takes aim with an imaginary gun and shoots into the woods. He then calls out:

"Are you there, Bob?" Answer, "I'm over here!"
"Are you there, Ruth?" Answer, "I'm right here!"
"Are you there, Jim?" Answer, "Here I am!"
"Are you there, Sally?" Answer, "This is I!"
"Are you there, Mary?" Answer, "I'm over here!"
"Are you there, Jack?" Answer, "I'm all right!"
"Then I shot a deer!"

I CANNOT PAY THE RENT

PROPS:

A 6 by 5 inch piece of paper folded in inch-wide pleats. The audience is told that this bit of pleated paper represents a bow tie when placed under the chin, thus making the wearer the hero. It becomes a mustache worn by the villain when held under the nose; when worn in the hair, it becomes a hair ribbon worn by the beautiful damsel in distress.

One person plays all parts in the following play. He or she moves a bit of paper to the right position for each character when the lines are spoken. A falsetto voice indicates the girl; a romantic voice, the hero; and a coarse deep voice, the villain. Gestures can be exaggerated for each character.

Villain: "You must pay the rent. You must pay the rent."

Girl: "I can't pay the rent. I can't pay the rent."

Villain: "You must pay the rent. You must pay the rent."

Girl: "I can't pay the rent. I can't pay the rent."

Villain: "Then you must go. Then you must go."

Girl: "Please let me stay. Please let me stay."

Villain: "You can stay if you marry me. You can stay if you marry me."

Girl: "Never, Never."

Hero: "I'll pay the rent. I'll pay the rent."

Villain: "Foiled again. Foiled again."

Hero: "Be gone. Be gone."

THE INFANT-TREE IS COMING

A general, center stage, is besieged by soldiers reporting from the front. Each runs breathlessly up to the general and reports that the "Infantry" is coming! They then run offstage. Finally, someone walks in holding a small branch or tree, and begins to plant the "Infant-tree."

IS IT TIME YET?

A group of five or more stands in a line facing the audience. Each leans against the person to his right, his elbows on that person's shoulder, heads resting on their elbows as if it were a pillow. The person on the right end of the line asks "is it time yet?" to the person on his left, who then repeats the question to the person on his left, and so on. The person at the left end answers "nope", and that in turn is repeated by each person back up the line. After a short pause, the same question, "is it time yet?", is again asked down the line, and the same answer, "Nope", returned. After repeating this 3 or 4 times, the answer changes to "Yep, It's Time", which is passed back to the right. When the first person in line receives it, everyone in unison switches from leaning on their right elbows to leaning on their left elbows and on the person to their left.

J.C. PENNEY NO. 1

A man enters wearing a prominent piece of clothing (coat, hat,

etc.) Another man asks "Where did you get that hat?" (etc.) The man replies, "From J.C. Penney." Others walk on stage one at a time, and are each asked where they got their boots, shirt, etc. Each answers "From J.C. Penney" and walks out. Finally a man enters wearing only a towel around his waist. When asked who he is, he replies, "J.C. Penney". (Montgomery Ward can also be used, as well as Picking Cotton.)

J.C. PENNEY NO. 2

A customer walks up and asks a salesperson for an article of clothing. The salesperson goes behind a curtain, there is a commotion, and the salesperson returns with the item. This continues with other customers and other articles of clothing. Finally when someone asks for underwear, a man storms out from behind the curtain, clad only in his underwear. He says "This is the last straw! I quit this crummy job!"

JELLY BEANS

A storekeeper is behind the counter, dusting with a feather duster. A boy enters.

Storekeeper: May help you?

Boy No. 1: Yes, I would like 10 cents worth of jelly beans, please.

(Storekeeper walks back to ladder, climbs it, gets container of jellybeans, climbs back down, sets container on counter, removes lid, puts jelly beans in a sack, puts lid on container, climbs up ladder, puts jelly beans on shelf, climbs back down, and hands sack to boy.)

Storekeeper: That will be 10 cents please. (Takes money). Thank you.

(1st boy exits, and 2nd boy enters. The same dialogue and actions are repeated. This continues for the 3rd and 4th boys. A 5th boy enters before he replaces the jellybean jar to the shelf).

Storekeeper: You don't have to tell me. I know what you want. You want 10 cents worth of jellybeans.

Boy No. 5: No sir, I don't want 10 cents worth of jellybeans.

Storekeeper: Are you sure you don't want 10 cents worth of jelly beans?

Boy No. 5: Yes sir, I'm sure.

Storekeeper: Thank goodness! (He repeats actions of replacing jar on shelf) Now, what can I do for you?

Boy No. 5: I'd like 5 cents worth of jellybeans.

JUMBO, THE ELEPHANT NO. 1

Announcer: "We are at the zoo, in front of the elephant cage." Points to sign that says "QUIET, SICK ELEPHANT." Two (or more) keepers enter, walk up and down, wringing their hands, moaning: "What are we going to do? Where is that doctor? Why doesn't he come - Jumbo may die. This suspense is awful." etc. Doctor enters, Keepers grab hold of him pleadingly. "You must save him! You must save him!" Doctor: "I'll try, but Jumbo is very, very sick." Keepers moan, sob, behave desperately. Doctor: "I realize that you love the poor animal, but don't you think you are overdoing it?" Keepers (sobbing): "Love has nothing to do with it. If Jumbo dies, we're the ones who have to bury him."

JUMBO THE ELEPHANT NO. 2

Jumbo is an elephant that can do many amazing tricks. Jumbo is acted out by two Scouts under a blanket. A narrator keeps the action moving, and to ask for applause from the audience. A vendor selling Jumbo peanuts, and two "volunteers" whom the joke and the water will be on round out the cast.

(Jumbo enters the stage)

Narrator: Jumbo is such a well trained elephant, that he will follow just simple commands. For Jumbo's first trick, he will simply stand on his hind legs. Jumbo...stand!!

(Jumbo stands on his hind legs)

Narrator: Let's give Jumbo a big hand for that trick. Next, Jumbo will turn around. Jumbo...turn around!!

(Jumbo turns around)

Narrator: Another round of applause please. Next, we will need two volunteers from the audience. Could we have _____ and _____ come up here to help us with the next trick? Don't be afraid. You won't be hurt.

(Have volunteers come on stage)

Narrator: For Jumbo's next trick, he will jump over these two volunteers as they lay prone on the ground.

(Have volunteers lay flat on the ground)

Narrator: Now Jumbo will get a running start, and jump over these two volunteers. Jumbo...Run! Jumbo...Jump!

(Jumbo runs and jumps over the two volunteers)

Narrator: Wasn't that great?! Let's have Jumbo do that one more time. Jumbo...Run!

(As Jumbo begins to run, the vendor enters the scene and hollers out "Jumbo peanuts, get your Jumbo Pea...!! As he finishes the syllable "Pea, Jumbo stops over the two volunteers, lifts a leg, and pours a bucket of water on the two volunteers.)

LAWN MOWER SALESMAN

You need a lawn mower salesman, and a number of people to act as lawn mowers. With the lawn mowers all in a row (on all fours), various people come up to the salesman to buy a lawn mower. Each tries out the lawn mowers by starting them and finally buying one. Each time one particular mower fails to start. Finally, this mower is the only remaining one. Failing to start, the salesman finally asks for a volunteer to start it. The volunteer walks up, and finally starts the mower. The salesman finally discovers why it wouldn't start for the others. All it needed was a "Big Jerk". (This skit can really be played for laughs by having the mowers hamming it up with coughing and sputtering sounds as they are started. The mower that failed to start can be "choked" with hands around the neck, and "flooding" it, bringing on the appropriate smell of "gas."

LEARN TO SWIM

A number of boys are discussing how they learned to swim. One replies that it took him two months of lessons at the YMCA. Another replies that it took him two summers at the Scout camp. One boy replies that it took him only 10 minutes to learn how to swim. The others act surprised over this feat. The Scout continues "Yea, it only took me 10 minutes to learn how to swim. My Scoutmaster just threw me overboard in the middle of the lake." The other boys act surprised and ask questions like "Wasn't that tough?" The Scout replies "The toughest part was getting out of the gunny sack!"

LIGHT BULB

A doctor walks into his office, turns on the light switch, and hears a loud "click." He turns to find a man sitting on the floor. "Who are you?" asks the doctor. "I'm a light bulb," says the

man. The doctor, thinking the man is crazy, "unscrews" the man and walks him toward the door. As they proceed down the hall, they pass a janitor, who begins to follow them. The doctor asks him "Why are you following us?" The janitor replies, "What do you expect me to do, work in the dark?"

THE LIGHTHOUSE STUNT

Do it around a chair, each person running around it several times as if ascending a lighthouse tower. First, the keeper goes up and lights the light. Second, the villain comes up behind him, hits him over the head with exaggerated motion, robs him, runs down stairs. Next, keeper's daughter runs up, gasps, runs down to get hero. Both come up, gasp melodramatically, run down to get the cop. All three go down, get the villain, bring him up, confront him with his crime, take him off to jail.

LIGHTS, CAMERA, ACTION

You need a Hollywood film director, cameraman, a leading man, a beautiful woman, and a doctor. The director is directing a scene that goes like this: Man is on his death bed, woman at his side. The man dies in the woman's arms. The doctor rushes in at the last minute, but is too late. The woman sobs uncontrollably in the doctor's arms. From the beginning the temperamental director is never satisfied. He asks for take after take, with a difference each time. One time it is too slow, another too fast, another too sad, too happy, etc. The comedy comes from the actors following the director's wishes. When they do it fast, they rush about like bees in a hive. Slow means the man takes forever to die. Funny means everyone laughs uncontrollably. Finally everyone does it just like the director wants, except the cameraman forgot to put film in his camera.

LITTLE RABBIT FOO FOO

The following story is acted out. Little Rabbit Foo Foo was a mean rabbit. He would hop through the forest, and when he would see a furry, cute little field mouse, he would bop them on the head and kill them. One day as he was hopping through the forest, his fairy godmother appeared and said "You've been a bad bunny." If you don't stop bopping those field mice, I'm going to turn you into a goon." Well, this didn't bother Little Rabbit Foo Foo, as he kept scooping up field mice and bopping them on the head. Finally, the fairy godmother appeared and said "I warned you! For not obeying me, I'm turning you into a goon! And waving her magic wand, poof!,

he was turned into a goon. Of course the moral of the story is "Hare today and goon tomorrow!"

THE LONE RANGER

The Lone Ranger and his faithful Indian companion, Tonto, come galloping in. Suddenly they realize they are being surrounded by Indians. They gallop out in each direction and stop. The Lone Ranger says "Indian to the east, Tonto, what do we do?" "Go west," responds Tonto. This is repeated until all four directions are included. Finally, trapped in the center, Lone Ranger says, "Indians all around us, Tonto, what do we do!" Tonto replies, "What do you mean we, pale face!"

THE MAGNIFYING MACHINE

Two boys hold up blanket behind which are two boys with noise items (pots and pans) and "magnified" items as called for. Announcer: "Everything thrown into this machine will come out magnified." Throws in small stick - lots of noise - log comes flying over blanket. Then throws in (or has helpers throw in) other items: small ball - football; string - rope; nail-tent peg. "Lady" enters with "baby" (doll) in arms. Leans over machine to see what is behind, loses "baby." Lots of noise - "lady" screams, noise stops. Out runs "magnified" "baby" (tallest Scout, stripped to underwear shorts, with towel around as diaper.) Runs around campfire, yelling "Mama!" finally sees mama, jump up in "her" waiting arms, is carried out.

MIDGET ACT

Two Scouts can ham it up in a midget act. One Scout uses his upper torso, but his arms acts as the legs of the midget with pants, socks, and shoes on. The other Scout, concealed by a curtain or poncho, uses his arms as the arms for the midget by standing behind the first Scout. Various activities such as shaving, brushing teeth, eating, etc. are hilarious, because the first Scout has no control over the hands, and the Scout behind him cannot see what he is doing.

MIND READER NO. 1

You may want to work up a mind reader act with a partner. A simple code could be used as follows: "What am I holding oh flat-footed one?" (Shoe) "Oh what am I holding oh curly-haired one?" (Comb)

MIND READER NO. 2

A mind reader enters amidst a great deal of fanfare. An announcer introduces him as one of the world's greatest mind readers. He then proceeds to read the mind of a few previously selected "volunteers." For the mind reader's greatest trick, he asks another "volunteer" to come up and have his mind read. The mind reader gives the "volunteer" a piece of paper and pencil, and asks him to write down anything he wishes. He writes his message, and the paper is folded and handed to the mind reader. He holds it to his forehead, goes into deep thought, but has a great deal of difficulty reading it. He asks the volunteer to stand on the piece of paper so that he can receive stronger signals. The "volunteer" stands on the paper, and the mind reader begins "it is coming to me now. I can tell you what is on the paper. What is on the paper right now...is a darn fool!"

MINNIE MUSCLES

Man A comes in, looks at boys, asks 1st boy: "Why are you doing that?"

1st Boy (lifting dumbbell) "Because I like many muscles."

A. (walks to next boy) "Why are you doing that?"

2nd Boy (skipping rope) "Because I like many muscles."

A. (walks to next boy) "Why are you doing that?"

3rd Boy (lifting barbell) "Because I like many muscles."

A. (walks to next boy) "Why are you doing that?"

4th Boy (doing pushups) "Because I like many muscles."

A. (walks to last boy) "And, why are you doing that!"

5th Boy: (doing jumping jacks) "Because I like many muscles."

Girl: (boy in wig and dress walks on in front of boys)

A. "Who are you?"

Girl: (smiles - winks) "Why, I'm Minnie Muscles!"

All Boys: Whistle at her, take her by arms and escort her off the stage.

MISS AMERICA

Two Scouts are needed, as well as a "volunteer" from the audience.

The two Scouts enter arguing:

Scout No. 1: I don't care what you say, it's just not possible.

Scout No. 2: It is too possible. I've seen it. It can be done.

Scout No. 1: I'm telling you it is impossible to walk a straight line with one of your ears covered up. When you cover up an ear, you lose your balance and it's impossible to walk a straight line.

Scout No. 2: And I'm telling you that it can be done. All you have to do is push on your hip with your other hand to correct your balance. I'll even show you that it can be done. Could we have _____ come up here to help us demonstrate.

(Volunteer comes on stage)

Scout No. 2 (Speaking to "volunteer") Now to prove my point, I would like you to walk this straight line. Cover up an ear with one hand, and the elbow out, and push on your hip with the other as you walk.

(Have the "volunteer" walk the line. By following the directions, the "volunteer" looks like a beauty contestant walking down a runway. The line can be scratched in the dirt, or made with a flashlight placed on the ground. The line should be perpendicular to the audience, so that the "volunteer" is seen from the back, walking away from the audience. As he walks the line, both Scouts should begin to sing "There She Is, Miss America".

THE MUGGING NO. 1

(Three Scouts are needed. Two are muggers and one the victim. The muggers have their collars turned up, and act suspicious. They are on stage, speaking to each other before the victim walks past.)



Mugger No. 1: The next boy who walks past here is going to be the one that we mug.

Mugger No. 2: I sure hope he has lots of money, I'm broke!!

(As the victim walks past them, the muggers jump on him. But he puts up a tremendous struggle. Finally, the struggle ends. The victim and muggers, all exhausted, speak to each other:)

Mugger No. 1: Thirty cents!! All you have is thirty lousy cents?!
Mugger No. 2: You fought that hard for thirty lousy centers?!
Victim: Oh no! I thought you wanted the \$100 that I have hidden in my shoe!

(The muggers look at each other, then at the victim, and then chase the victim offstage).

THE MUGGING NO. 2

The scene is a dark street. A stranger steps out from the shadows to stop a man. "What do you want" asks the man. The man from the shadows says "Would you be kind enough to help a poor lonely man who has nothing?" The man replies, "You mean you don't have anything? No money, no food, no job, nothing?" The mugger replies, "Nothing at all, except this here gun!" The man begins to give the mugger his money.

MY SON WENT TO PARIS

Ask five or six people to line up in a row. Tell them to repeat after you, the things you say and do:

My Son went to Paris to buy a feather fan. (fan yourself)

My Son went to Paris to buy a pair of scissors. (make cutting motion with your fingers and keep fanning)

My Son went to Paris to buy a hobbyhorse. (bob up and down as you continue the other motions).

My Son went to Paris to buy a cuckoo clock (Repeat "cuckoo" while performing all the other motions.)

MYSTERY BOX

A man is standing on a street corner when another man approaches him with a cardboard box that is sealed. He asks the first man if he would hold the box for him while he runs an errand. The second man agrees and takes the box. Standing alone, he begins to wonder what is in the box. He shakes it, turns it around, etc. Not finding out the contents, he then notices a small leak in the corner of the box. Taking his finger and tasting it he decides it tastes like peppermint. Another man walking by notices his actions and asks what he's doing. Explaining the situation, the second man also tastes it, but says it tastes like strawberry, not peppermint. As they argue, others walk up and join the group. Each tastes the leak and gives a different answer. Finally, the man who owns the box returns and ends the argument by saying, "Thanks for holding my puppy!"

NAPOLEON SAYS GOOD-BYE TO HIS GRANDMOTHER

The success of this one-man stunt depends on a dramatic introductory statement made by the actor before he plays the scene. He tells how hard it is to play farewell scenes, but they hold many dramatic possibilities, and he has practiced long and hard to perfect a farewell scene. He says he has selected a momentous farewell from history itself to portray tonight. He will show how Napoleon the Great said farewell to his grandmother. He seats himself, gets into character, then waves a handkerchief, and cries, "Bye-bye, Granny."

NO SKIT

As many characters as you wish are used for this skit. The first actor walks on stage in tears. He carries on, blowing his nose and crying incessantly. Soon another actor enters and asks what's wrong. The first actor whispers into the ear of the second, and soon they both begin crying and wailing. This continues with more actors, and each begins to cry. Finally, one actor enters and asks the whole group "What's the matter? Why is everyone crying?" The whole group answers in unison "We don't have a skit."

NED & ED

Ned and Ed are two friendly guys who aren't very intelligent. They carry on a running conversation.

Ned: Why do people put fences around cemeteries?

Ed: Because people are dying to get in.

Ned: I'm afraid we won't earn the wilderness survival award without catching a rabbit. How are we going to catch a rabbit?

Ed: I'll just sit behind a tree and make noises like a carrot.

Ned: I et six eggs for breakfast this morning.

Ed: Don't you mean ate?

Ned: Well, maybe it was eight I et.

OHWA-TAGOO-SIAM

An audience participation skit. The announcer asks for participants to join him to bring back the ancient spirits who once inhabited the area. All are asked to kneel, and with arms out-

stretched bow up and down repeating the following phrase faster and faster.

Oh-Wa-To-Goo-Siam, which when said rapidly is pronounced.
"Oh What A Goose I Am!"



ONE THAT GOT AWAY

Fisherman: "These are my sons, Toward and Away."

One Scout: "My name is Toward."

Second Scout: "My name is Away."

Third Scout: "I'm the Fisherman's Wife."

Fisherman: "I love to talk about the fish I almost caught."

Wife: "Dear, tell me about the fish you almost caught today"

Fisherman: "It was a giant green fish 10 feet long, had horns and fur all over its back. It had legs too and crawled out of the water snatching our son, Toward. It ate him in one gulp!"

Wife: "That's horrible...(rubs eyes as if crying)"

Fisherman: "That was nothing. You should've seen the one that got away!!!"

OPERATION STUNT

(A shadow play). The operating table is between the sheet and the light. Various objects are removed from the patient. Use spontaneous gags: Doctor approaches with large butcher knife and says, "May I cut in?" You may remove "intestines" (long hose), "heart" (large piece of meat, or a cardboard heart). One punch line idea: "Here it is, doctor. A can, sir!" (cancer) Additional: to hold up two cans and say, "tu-mor."

THE OVERHEATED CAR

A man is about to go for a Sunday drive. His auto is four Scouts on all fours acting as wheels. A "volunteer" from the audience is asked to act as the engine. He kneels on all fours in the front of the car. The driver jumps in the car and begins to drive, making the appropriate engine noises. Suddenly, one of the tires deflates. The driver pantomimes getting out of the car and pumping up the tire. He then gets back in the car and continues driving. The other three tires also deflate, and the actions are repeated. Finally the car quits running. The driver exclaims that it has overheated. He takes a glass of water and pours it in the radiator (on top of the "engine")

PEANUT BUTTER SANDWICHES

The Scouts enter in the middle of a long hike. They stop and break for lunch. Both take sandwiches out of their packs.

1st Scout: Boy, am I hungry! I can't wait to eat. What kind of sandwich do you have.

2nd Scout: Every hike it's always the same: Peanut Butter, Peanut Butter, Peanut Butter. I can't stand Peanut Butter sandwiches!!

1st Scout: Why don't you tell you mom not to make peanut butter sandwiches anymore?

2nd Scout: Leave my mom out of this! I make my own sandwiches!

PEARLY GATES NO. 1

St. Peter is standing in front of the Pearly Gates, flanked by two angels. A Scout approaches and asks to enter Heaven. St. Peter asks why do you deserve to enter. He explains he was an Eagle Scout at 12, earned every scouting award possible, held all the troop offices, etc. "Is that all?" asks St. Peter. The Scout continues by telling of the jamborees he attended, good turns he had done, etc. "It's not enough," exclaims St. Peter. "You go down there," as he points. The two angels escort him off. Another Scout enters with a similar story, and he too is sent down below. Finally, a small young Scout enters shyly. When St. Peter asks his qualifications he explains that he almost made 2nd class, but he got sick before the last camporee. "What else?" asks St. Peter. "Well I also went to Camp _____ when I was in scouts." "Then come on in," says St. Peter. "You've suffered long enough!"

PEARLY GATES NO. 2

St. Peter at the Pearly Gates again. Various people walk up asking for permission to enter Heaven. St. Peter asks each newcomer his name and occupation (doctor, lawyer, etc.). After receiving a reply, he tells each that Heaven is a little full right now, and that they'll have to wait to enter. He directs them to a waiting room off to the side. Soon the waiting room is getting quite crowded. Finally a man comes to St. Peter, and he tells him he is a Camp Director (or Scoutmaster, or any occupation you wish to play a joke on) and he wishes to enter Heaven. Well, St. Peter lets him right in, and this upsets the others waiting nearby. They go up in a group and ask St. Peter why he was admitted when they have been waiting so long. St. Peter replies that they already have plenty of doctors, lawyers, etc. (the occupations named earlier), but this is the first Camp Director they've ever had!

POOR CONDUCTOR

A poor train conductor is very poor, and decides to rob a bank. He is caught, convicted, and sent to the electric chair. As they throw the switch, it doesn't kill him. They add more voltage and try again. Once again it fails to kill him. Finally, the warden asks him why the electricity doesn't kill him. He answers, "I'm just a poor conductor."

PROFESSIONAL WRESTLING

A popular skit over the years. You need an assortment of characters to act as wrestlers, an announcer who can be excited about everything, and a referee who is blind. The assortment of wrestlers changes, but usually includes the following:

- Siamese Wrestlers (joined at the arm)

- A Man Who Wrestles Himself (and loses)

- Midget Wrestlers (on their knees)

Pretty Boy, the Masked Marvel, and any other character dreamt up or seen on TV.

Interspersed between the bouts are those ridiculous interviews and promotions for upcoming fights. Just ham it up and this skit will be almost as funny as the real thing.

RALPH THE WONDER DOG

Two Scouts are needed as dog owners. Also needed are two Scouts to act as dogs. The first Scout comes out and introduces himself as the owner of Ralph, the wonder dog.

1st Scout: Ladies and Gentlemen. I'd like you to meet one of the world's smartest dogs. Would you please give a big round of applause for Ralph, the wonder dog!

(Scout portraying Ralph enters on all fours and bows)

1st Scout: To show you how smart Ralph is, we'd like to show you a few tricks.

(The Scout proceeds to have Ralph do a few tricks such as speaking, rolling over, playing dead (in a very human like and over-acted death scene), and sitting (like a human with knees crossed))

1st Scout: Ladies and Gentlemen, Ralph...the world's smartest dog!

(2nd Scout enters with his dog, and speaks to the first Scout)

2nd Scout: Ralph, the world's smartest dog. Big deal! Anybody's dog can be taught tricks like that.

1st Scout: I see you have a dog. Why don't you show us a few of his tricks.

2nd Scout: I'd be glad to, Rover...sit!

(Rover proceeds to do just the opposite of the commands. He rolls over when told to sit, begs when told to play dead, etc. The 2nd Scout is clearly disappointed.)

2nd Scout: I don't know why he won't do the tricks. I know Rover's smart enough!

1st Scout: I think the problem is that you have to be smarter than the dog!

(2nd Scout chases 1st Scout out of the campfire.)

THE REAL THING

An industrious 7-Up salesman, attempting to establish a market in Africa, is reported missing along with a supply of 7-Up. A search party is sent out after him. After a long search, they finally trace him to a village of cannibals. Questioning the cannibal chief, they find out he has been eaten. The chief explains... "We ate his head, and drank 7-Up, then we ate his arms and drank 7-Up, when we ate his legs and drank 7-Up, and then we ate his thing." The search party, puzzled asks, "Why didn't you drink 7-Up after his eating thing?" The Chief replies, "Silly, Things Go Better With Coke."

THE RESTAURANT

Two Scouts act as diners in a restaurant. Two other Scouts act as chairs, while a "volunteer" is needed to serve as the table. Another Scout serves as the waiter. When the table and chairs are set (on all fours), the two diners enter and sit down. The waiter brings them each menus and a glass of water. He sets the water glasses on the back of the person acting as the table. The two diners, looking at the menus, are outraged at the prices. They exit in disgust, and the chairs also get up and leave. The "table" is left with two glasses of water on his back. The fun comes in watching his attempts to keep the glasses from spilling.

RINSO CLEAN

The skit acts out a television commercial for Rinso Laundry Detergent. Characters include an announcer, a woman who demonstrates the detergent, and Scouts who offer articles for cleaning.

Lady: (Making motions of washing an item of laundry in a bucket) Darn this laundry detergent. It never gets my clothes clean!

Announcer: How often has this happened to you! Well, your problems are solved. New Rinso Laundry Detergent is here!

(Announcer hands lady a box or bottle of detergent. She dumps some in the bucket, and again scrubs an item of laundry. She repeats the following lines after cleaning the item:

Lady: Looks Clean, (holds up for inspection). Smells Clean, (puts up to nose). It is clean! (sets it aside).

Announcer: Yes, Rinso Laundry Detergent. It cleans everything. Here are a few more examples.

(Different Scouts enter and give the lady various items such as dirty socks, t-shirts, etc. Each is given the Rinso treatment with the accompanying slogan. Finally a special item is brought forward.)

Announcer: I see we have a real test today! Here are a pair of the camp director's (or other appropriate person's) underwear. Let's give it the Rinso test!

(Lady goes into the Rinso test, but when she holds up the underwear, she says:)

Lady: Looks clean, smells.....(Puts underwear back in the Rinso and begins again.) Looks clean, smells.... (keeps repeating)

Announcer: Well, back to the laboratory!

RUDOLPH, THE RED

Scene: Russia. Characters: Rudolph, his mother, a neighbor.

Mother: "How's the weather outside, Rudolph?"

Rudolph: "It's raining!"

Neighbor: (looking out) "I'd say it's snowing."

Rudolph: (stubbornly) "It's raining!"

Neighbor: "I still believe it's snowing."

Mother: "No, my neighbor, he must be right. Rudolph, the red, knows rain, dear!"

SCHOOL DAZE

The scene is a classroom with an old maid teacher with a number of unruly students. The following questions are asked:

Teacher: We're only going to have a 1/2 day of school this morning. We're going to have the other half this afternoon.

Teacher: Use officiate in a sentence.

Student: Jimmy got sick off the fish he ate.

Teacher: If I had two sandwiches, and you had two, what would we have?

Student: Lunch!

Teacher: This composition on "Our Cat" is, word for word, the

same as your brother's.

Student: Yes, Ma'am, it's the same cat.

Teacher: Well, how do you like school?

Student: Closed!

Teacher: Name five things that contain milk.

Student: Butter, cheese, ice cream, and....two cows!

Teacher: Spell the word 'Mouse'

Student: M-O-U-S

Teacher: But what's at the end of it?

Student: A tail!

SHRINKING OIL

Two men are talking about muscle building. One, proudly posing and flexing, is asked by the other how he developed such a great body. The first man tells him the secret, which is to rub down every night with oil. The second man decides to give it a try. The next day both enter, with the second man crawling on his knees. "I shrank" he exclaims, "I thought you said it would work." "Well what kind of oil did you use?" asks the muscle man. "Crisco," says the shrinking man." "No wonder, that's shortening!" exclaims the muscle man.

SLEEPING PILLS

Three characters are needed: a doctor, a patient, and the patient's boss. The skit opens with the patient at the doctor's office. He tells the doctor that he has problems sleeping. The doctor gives him a prescription for sleeping pills. The patient goes home, takes a sleeping pill, and falls asleep. He awakens, yawns, jumps up, and smiles. The patient goes to work, and meets his boss upon arriving. The boss is standing with arms folded, very angry. The man says "Good Morning! Boy, do I feel great. I really feel like working today! His boss replies "That's fine, but where were you yesterday!"

SOMEBODY THERE

Scene: Army camp. New recruit in camp. The sergeant asks him what he wants to train for.

"P-p-p-p-p-p—p." he stutters.

"Great!" says sarge. "We need another machine gunner! Now go

over to the mess hall and go to the end of the line."

"Yessir." (Recruit leaves, then returns).

"Didn't I tell you to go to the end of the line?" storms sarge

"Can't, sergeant! There's somebody already there!" (Sarge tears his hair in utter frustration.)

SPITTING CONTEST

The premise here is an international spitting contest. The trick is the "catcher" who catches the spit. He uses a tin can or small metal pot that will provide a ringing sound when hit on the bottom. Each contestant, interviewed "up close and personal" before the match, steps up to the line and spits. Though they really don't spit, the catcher can provide a good substitute by hitting the bottom of the can with his finger. Each contestant, from various countries, provides his own special form. (Example: The Swiss Yodel Spit, the English stiff upper lip, etc.). After all have participated, someone walks up to the announcer complaining, that this is all a hoax, and that they really aren't spitting. The announcer, upset that someone thinks this is a hoax, tells the catcher to prove it is real. The catcher throws the contents of the pan (water collected before the skit) on the disbelieving man.

SPRINGTIME SCENE

In the skit you involve volunteers to paint a beautiful spring scene. You need people to act as trees, a rock, a frog, a babbling brook, a bridge, etc. You can ham this up considerably by having the rock make jokes about singing ("rock" music) and by throwing a blanket or cover over the bridge (covered bridge). When the scene is finally complete you realize that something is missing, and ask two volunteers to run through the trees. You then explain to the audience that the Spring Scene would not be complete without sap running through the trees.

SUCKERS ON THE LINE

Two people are having a phone conversation, but the connection is poor and they cannot hear each other. Volunteers are asked to come up and act as telephone poles to hold up the lines between the callers. As each volunteer comes up, the call is tried again, but still the two callers cannot hear each other. Finally, after 3 or 4 volunteers are acting as phone poles, the call finally goes through. Then the following conversation takes place:

"Can You Hear Me Now?"

"Sure Can."

"What'cha been doin?"

"Fishing."

"Any Luck?"

"Not too much, just these suckers on the line."

SUICIDE

Two versions of this skit, one using a newspaper reporter (sad over no big news story) and the other using an undertaker (no business). Either stands on a tall bridge ready to jump. A man stops him and asks why he is jumping. After hearing his story, the man decides to jump also, because he is sad over his farm being a bust or some other disaster. As both swing their arms and count to 2, about to jump, another man rushes up and stops them. After hearing both stories, he too decides to jump because of some catastrophe (a doctor with no patients, a carpenter with no homes to build, etc.) Now there are three jumping. As they swing their arms and count 1, 2, and are about to jump, another man rushes up and stops them. This is repeated until there are 5 people jumping. Finally all are set to jump. As they count 1, 2, 3 they all finally jump except the first man. He then exclaims, "Now I have a story" (or more business).

SQUAW BERRY SHORTCAKE

Characters: Five braves and squaw wrapped in Indian blanket.
Setting: Squaw (Chief Shortcake's widow) stands with arms folded in center of stage. Says nothing, but shakes her head "NO"

1st Brave: I have come to bury Chief Shortcake's body. Give us his body.

(Squaw shakes head NO.)

2nd Brave: O.K. We will bury him together. Lots of blankets. Keep him plenty warm.

(Both braves kneel and beg. Squaw shakes head NO. Enter all the braves.)

1st Brave: More tickets sold for funeral. Standing room only now. We bury Chief Shortcake.

2nd Brave: You be nice squaw. You give us Shortcake.

(Squaw still shakes head NO)

3rd Brave: We keep big braves in tribe. Why you not want us bury Chief Shortcake? We do heap good job.

4th and 5th braves enter: Maybe squaw no like those braves. Maybe you tell us why you no give us body.

Squaw: Finally says: Squaw bury Shortcake!

TAKE-OFF

The stunt can be performed two different ways. The object is to blindfold two or three people. Then, as they stand in front of the audience, you ask them to take off anything they have on. Obviously, the smart ones remove their blindfolds, but those caught up in the joke usually remove a watch, shoe, etc. You continue to ask those remaining to keep removing one object at a time until it borders on indecency. Then remove the remaining blindfolds and let them in on the joke.

Another way to perform this is to play a joke on the audience. Have someone lay down under a blanket and tell them they are lying in a desert and that they should remove one object of clothing. This continues until every bit of clothing is passed out from under the blanket. While the audience thinks the person is naked, he really is in on the joke, and has left some clothes on, handing out extra clothes he had hidden before the skit. Finally rush up and remove the blanket. The joke will be on the audience.

TANKITY, TANK

A lone soldier is told that he is the only one left, and that he must fight the enemy alone. He is ordered to the front, but exclaims he has no rifle. The commander hands him a stick and tells him if he sees the enemy he is to say "bangity, bang" and they will fall dead. When he asks what to do if he runs out of ammunition, the commander puts an imaginary bayonet on the stick and tells him to use it and say "stabity, stab." He finally sets out for the front. He spies one of the enemy and says "bangity, bang." The man falls dead. Remarking on how well his "rifle" works, another man creeps up. Spotting him, he says "stabity, stab" while thrusting at the enemy. Once again, it works. But then in the distance a low rumble is heard. A man slowly enters, using robot-like movements and walking slowly. The soldier tries the rifle, but it fails to work this time. Then the bayonet is used, but it too fails. Nothing works and the soldier is soon trampled by the enemy, who keeps right on moving slowly over the soldier. As he walks over the soldier he exclaims in a loud voice "tankity, tank!"

THE TERRIBLE TRUCK DRIVER

The scene is a restaurant, with a waiter behind the counter. Members of the Gutstompers Motorcycle Club are inhabiting the restaurant. In walks a rather mild-mannered truck driver.

Gutstomper No. 1: Well look who's here. If it ain't one of those big burly truck drivers!

Gutstomper No. 2 (in sarcastic tone) (or, in mock fear) Oh Wow. A truck driver. He sure looks big and tough. Boy am I scared.

Truck Driver: (To waiter) I'd like a glass of milk and a chicken sandwich please.

(Gutstompers all gather around the truck driver and start making fun of him)

Gutstomper No. 3: Well, Mr. Truck Driver, you like chicken. It looks to me like you might be the chicken! (Pushes truck driver)

(Truck driver gets up without saying a word, and leaves the restaurant. The Gutstompers start to laugh)

Gutstomper No. 1: Boy what a chicken, what a coward.

Gutstomper No. 2: What a wimp. He certainly isn't a man like we Gutstompers.

Waiter: (after glancing outside) Well guys, he isn't much of a truck driver either. He just ran over your motorcycles with his semi.

(Gutstompers race out of the restaurant).

THE \$3.98 CROWBAR

The setting is a bar, with a bartender busily cleaning the bar. A wimpy guy walks in and orders a glass of milk. He finishes it, says "Aaaahhh, very refreshing" in a wimpy voice. A big burly guy enters the bar and asks for a beer. He sees the wimpy guy and says "Hey wimp, what are you doing in here? This here's a man's bar!" He proceeds to beat up the wimpy man, and then says to the bartender "That's \$500 worth of karate lessons. The next day the same scene is repeated. The burly man says "Hey wimp, you don't learn too fast!" he then beats him up and says to the bartender, "That's \$500 worth of boxing lessons." The next day the same scene is repeated, but this time the wimpy man pantomimes pulling a crowbar from behind his back. He knocks out the burly man, and then turns to the bartender and says, "That's \$3.98 worth of crowbar from Sears."

THREE RIVERS

Two prospectors meet. They converse about their luck mining

for gold, as one of them prepares a meal. When the cook hands out the plates, the other prospector remarks that the plate is a mite dirty. The cook responds by saying, "It's as clean as three rivers can get it." They finish eating, and the cook says, "Mind handing me the plate so we can clean up?" He then calls out, "Three Rivers, here Three Rivers!" A Scout on all fours acting as a dog ambles up and starts licking the plates.

TOILET PEPPERS

A little boy walks up to the storekeeper and says in a stuttering voice, "My mom told me to buy....My mom told me to buy....pepper!" The storekeeper asks, "What kind of pepper? Green...Red...Hot...Black?" The boy looks puzzled, and leaves the store. He returns and says, "My mom wants me to buy...some toilet pepper!"



TOO TIRED TO MOVE

The family are all lying on the floor. There is a howl offstage. Maw asks Paw to see who it is. Paw is "jest too tired to move," and asks son. Son asks the next one, and so on through the large family. Finally one goes out. Maw: "What is it, son?" "It's a coyote, maw, settin' on a cactus, howlin' away. He's jest too tired to move."

THE TRAIN

Group lines up in order according to height in single file facing the Audience. The biggest says, "Is there a train coming from the North, Ma?" Next biggest turns to No. 3 and says, "Is there a train coming from the North, Sam? (substitute camper's own name). This question is asked down the line of each successive camper. The smallest one looks around and says, "There's a train coming from the North, _____." The answer is passed all the way up the line to Pa. Pa then asks, "Is there a train coming from the South Ma?" The question is passed then the answer. scouts really exaggerate their accents and speak slowly.

This can be repeated for East and West, too. Punch line comes

when all directions are checked and Pa says, "Then I guess it's safe for us to cross the railroad tracks then." All family members exaggerate stepping over the track as they return to sit in the audience.

TRAINED FLEA

The master of ceremonies introduces the "world's greatest flea trainer and his champion flea, Susie." With great ceremony, a couple of assistants bring forth an ornate box on a silk cushion, from which the trainer gently lifts the imaginary flea. The trainer must use showmanship in coaxing the flea to perform. As the flea performs the imaginary feats, the assistants, the trainer, and the announcer all follow the movements of the flea with their heads so the audience knows what the flea does. The trainer must edge the flea from the center of his palm to the end of his finger for the first takeoff. Here are some acts for the flea:

1. She jumps from the trainer to the assistant 10 feet away.
2. She jumps back to the trainer across a much greater distance.
3. She does a single flip high in the air.
4. She does the great double flip.
5. She does the triple flip—a trick that only Susie can do.

However, this last time Susie decides to stay up there on a tree branch. After much coaxing she takes a wide sweep downward and then is lost. The trainer is beside himself trying to find Susie. He thinks he finds her in the camp director's hair, but declares this is not Susie so puts it back. If one of the staff is partly or entirely bald, perhaps he will enter into the joke and let the trainer find Susie on his bald head.

You may also end by asking for applause for Susie, but you accidentally forget she is in your palm when you begin to applaud.

TREE CLIMBING CHAMPIONSHIP

Announcer: Ladies and Gentlemen, this is Jim Okay, and I'm the host of the Wild World of Sports. Today we are at the World Tree Climbing Championships. Let's meet the defending champion....Mr. Paul Bunyan.

Bunyan: Hello Jim. I'm glad to be here.

Announcer: The conditions today are going to be pretty rough. Are you sure you can defend your title?

Bunyan: Well, it is awful foggy, but I'm confident that I can keep my championship. I've climbed trees in much worse conditions than this.

Announcer: Well Paul, I know you must get started. We wish you luck.

(Paul Bunyan leaves stage)

Announcer: Well ladies and gentlemen, let's check up on the defending champion, and see how he is doing. (Looking upward with hand cupped to mouth). Paul, Paul Bunyan, can you hear me?

Bunyan: (From offstage) I sure can. I'm up in a tree already, but it's awful foggy, so I can't see where I'm going. I think I'm about 200 feet up.

Announcer: But that's impossible Paul. There aren't any trees taller than 50 feet here at camp.

Bunyan: There aren't? Huh!....Ahhhhhhhhhhhhhhh! (Scream from offstage).

Announcer: That's it sports fans. See you next week on the Wild World of Sports.

U-BOAT

The scene is a German U-Boat on patrol. A number of boys sit on the ground in single file, each with his legs horseshoe style around the boy in front. The boy in front looks through an imaginary periscope. The man in back fires the torpedoes. The man in front spots the enemy, and orders the first torpedo to be loaded. His order is repeated by each man all the way back to the last man, who responds with "torpedo 1 loaded"; This command travels to the front. Other commands include "torpedo 1 fired", and "We Missed." This is repeated with two other torpedos fired and missing.

Finally they hit their target, and everyone cheers and says together "We sunk a row boat! We sunk a row boat!"

UGH!

Six or eight "Indians," draped in blankets, with feather in hair, enter campfire circle in a single file. Walk silently twice around

campfire, then seat themselves in a ring around the fire. Pause. 1st Indian (Chief): "Ugh!" 2nd Indian: "Ugh!" 3rd Indian: "Ugh!" And so on around the circle, until last Indian who says "Ugh-ugh!" "Long silence, broken by 1st Indian: "If you can't stick to the subject, I'm getting out of here!" Rises, leaves campfire, followed by all the others. Effective if deadpan silence reigns throughout.

UGLIEST MAN IN THE WORLD

An announcer exhibits someone covered with a blanket, coat, or sleeping bag. He proclaims him as the "ugliest man in the world." He explains that anyone looking at his face will die instantly of fright. "Volunteers" from the audience then take a peek at the man, claiming disbelief and being skeptical of the claim. As each takes a look, they die instantly. Finally, the guest of honor takes a look. When he takes a peek, the ugly man screams and dies.



THE UGLY BABY

A woman is riding on a train, carrying her baby wrapped in a blanket. A man enters and sits down next to her. He sees her baby, and asks to take a peek at it. Upon looking at the baby, the man makes an awful face and says "Pardon me, Ma'am, but that is the ugliest baby I've ever seen!" The woman begins to hit the man with her purse, and he leaves. The same scene is repeated with another man, with the same results. Finally a third passenger enters and sits down. The scene is repeated, but this time the woman, while hitting the passenger, calls for the conductor. The woman complains "Conductor, this man has insulted me, I won't stand for it anymore. It's the third time today that I have been insulted, and I expect something to be done." The conductor ushers the passenger away, and then returns to apologize to the lady. He replies "Ma'am, I'm awfully sorry for this. I assure you that it will not happen again. Now, if you'll just be seated, I'll arrange to have a drink brought to you from the club car. And if you don't mind, I think I can even find a banana for your monkey." The woman begins to hit the conductor.

UNDER THE BIG TOP

This is a skit that has a number of small scenes each with its own punchline. A ringmaster introduces each scene, and keeps the action moving.

Ringmaster: Ladies and Gentleman, I'd like to welcome you to the greatest show on earth. For our first act, I'd like to direct your attention to the center ring where the Great Escapo is about to perform. Here is a man who will thrill and dazzle the crowd by escaping from an unbelievable amount of chains. And to make the task even harder, we'll add a set of handcuffs, especially designed of forged steel.

(Using paper chains and handcuffs, place them on the Great Escapo)

Ringmaster: Ladies and Gentleman, the Great Escapo!!!

(Escapo struggles, twists, and turns, but fails to break the chains)

Ringmaster (embarrassed) Well, ladies and gentlemen, this only goes to prove the task is enormous and Escapo obviously doesn't have the strength today that he has on other days. But, he's never failed us yet. Let's check in ring number two and see what our clowns are up to, and we'll return to Escapo in a minute.

(Action shifts to several clowns who are watching one clown who is cracking a whip at a chicken on the floor)

1st Clown: What's he doing?

2nd Clown: Practicing.

1st Clown: Practicing what?

2nd Clown: To be a lion tamer.

(1st Clown goes over and looks over at object on the ground)

1st Clown: But that's not a lion, it's a chicken!

2nd Clown: So is he!

(Clowns exit, Ringmaster reenters)

Ringmaster: Now, back to the Great Escapo. I'm sure by now he's pulled himself together. In order to give him that last ounce of strength, let's count down from 10. (He leads the audience in counting.) 10-9-8-7-6, etc. Ladies and Gentlemen, the Great Escapo!!

(Pause as the Ringmaster turns to Escapo, and he continues to struggle)

Ringmaster: I can't understand it— Escapo has never failed this feat. However, we do have extra strong chains today. Let's check on our clowns again and give Escapo a few more minutes.

(A group of clowns are all looking up into the air. Another clown enters.)

1st Clown: What are you doing?

2nd Clown: Watching the trapeze artist.

1st Clown: (Looking up) But there isn't anyone on the trapeze.

2nd Clown: I know. I'm just rehearsing.

(Ringmaster Reenters)

Ringmaster: Now back to the Great Escapo. We must understand Ladies and Gentlemen, that Escapo possesses strength that most people only dream of. So once again, the Great Escapo.

(Escapo struggles on without breaking the chains)

Ringmaster: Well, what are our clowns doing now?

(Clowns are in a circle, hitting one clown in the center with rolled up newspapers. One clown enters)

1st Clown: Gracious, what are you doing?

2nd Clown: Trying to knock some sense into him.

1st Clown: Doesn't it hurt?

2nd Clown: Sure!

1st Clown: Doesn't he mind?

2nd Clown: No.

1st Clown: Why not?

2nd Clown: Because it feels so good when they stop!

(Ringmaster enters again, rather despairingly)

Ringmaster; Well Ladies and Gentlemen, let's give Escapo one more chance. Ladies and Gentlemen, the Great Escapo!

(Escapo fails again. In Disgust, the Ringmaster grabs the paper chains, rips them, and chases Escapo off the stage.)

THE VIPER IS COMING NO. 1

Needed are actors who run across stage screaming "The Viper Is

Coming, Run For Your Lives!!" Two can run into each other, and when getting up scream in unison. This continues until the dreaded Viper enters. He walks across the stage trailing a roll of toilet paper, repeating "I'm the viper."

THE VIPER IS COMING NO. 2

Needed are actors who run across stage screaming "The Viper Is Coming, Run For Your Lives!!" Two can run into each other, and when getting up scream in unison. This continues until the dreaded Viper enters. He walks to the center of the stage, carrying a pail and rag. He says in a German accent "I am zee Vindow Viper, did someone call me?"

WEE

A simple, short skit. A father and son are riding in a motorboat in the middle of a lake. The father provides the sound of the outboard, while the son sits in the bow of the boat. (The boat is imaginary, both just sit on the ground). The son turns to the father and says "Daddy, I've got to go wee!" The father says that they'll be at shore soon, and to hold on. The son, who is obviously having a difficult time holding it in, repeats this two or three times. Finally father says they've reached shore, and the boy jumps out of the boat, opens both arms wide and hollers, "WEE."

THE WINNIEPOO

A man walks into a pet shop to buy a pet. The pet shop owner shows the man a number of pets, but the man is impressed with one particular animal. The man explains that it is a Winniepoo, and it is a very dangerous animal. The Winniepoo, he explains, follows any command, and destroys anything it is ordered to. The man buys the Winniepoo, which is never seen, and takes it home. He then gives a few commands to the animal. "Winniepoo...the chair" is followed by the animal snarling and chewing the chair into little pieces. "Winniepoo...the table" is also followed by snarling and chewing, with the Winniepoo destroying the table. A friend walks in and asks what's going on. The first man explains to the second man about the Winniepoo, but the visitor doesn't believe him. He exclaims "Winniepoo my foot!"

WORLD SERIES SAGA

It is the seventh game of the World Series. It is the bottom of the

ninth, two out, and the home team has the bases loaded. The visiting team's manager calls for Pete Milfaney, his ace relief pitcher. Milfaney enters carrying a beer bottle, and is obviously drunk. He proceeds to walk in the winning run, and an announcer runs up to interview him. When asked what happened, Pete Milfaney replies that he celebrated a little early by having a few too many beers. The announcer then turns to the audience, holds up an empty beer bottle, and exclaims, "Yes, this is the beer that made Milfaney walk us."

WORST AID

A man trips and falls. Quickly the worst aiders are on the scene. They proceed to tie bandages, making the accident victim look like a mummy. The worst aiders begin a running commentary. "Look at all that blood!" "Now you've gone and done it, why did you turn his head back around? You've broken his neck!" "Raise his legs, no, his head, no, his legs." (This running commentary is kept up while they physically lift his head and legs.) The worst aiders give him "Artificial Perspiration" by putting their underarm to his mouth. Soon another man walks through the campfire, and walks off. A crash is heard, and the worst aiders suddenly run off to the newest accident. The first victim sits up and says "Hey, what about me?!"



MORE SKITS

STUNTS & GAMES



FIND THE LEADER

Group sits in circle. One goes out of room. When he returns, his task is to discover who is leading the group in those crazy antics: waving feet, flapping ears, nodding heads. "It" must go to the center of the circle and stay there. (Usually things go on behind his back.) He revolves around to see if he can tell who is starting the actions. When he does find out, that person becomes "It" and goes out.

SOUND YOUR "AAA'S"

Ask everyone to say "ahh." You do it, too. Then tell everyone to stand. Now tell them to raise their left hands and stand on tiptoes. Tell them that when you say "start," they all should sound a loud "ahh," hold it until they are out of breath, and then sit down. Tell them this is a contest and the winner will be given a valuable prize. When the winner is selected, give him a paper bag full of "fresh air," something he cannot live without. (In advance of this stunt, you will have to prepare the prize. Simply blow air into a paper bag and twist the top to hold the air. Keep it hidden until it is presented to the winner.)

DO AS I DO

Give the Order: "When I applaud, you applaud - When I don't you don't." Go through several false motions to see if you can catch anyone napping.

Bet someone that they cannot get up alone. When they attempt to get up from their seat, you also get up. Or you can have someone to lay on the ground, and then challenge them. When they attempt to get up, you also get up. Another version is to challenge them that they cannot put their coat on alone. When they put their coat on, you also put your coat on.

Make a big deal about singing a particularly difficult song backwards. Explain that it has taken years of practice, and that it has never been done before. With the audience hushed, merely turn your back to the audience and sing the song correctly. You will be singing "backwards."

CAN YOU DO THIS?

The following is a list of stunts that you can ask the audience to participate in. All are fun, or have trick endings.

- 1) Touch your nose with your right hand, your right ear with your left hand. Switch! Do it faster as someone calls out "Change."
- 2) Make a circle with your right arm. At the same time make a figure eight with the right foot.
- 3) Have someone keep time with a watch. On a signal, have everyone stand for what they think is a minute. They sit when they think a minute has elapsed.
- 4) Put thumb and forefinger together to make "O - Kay" sign. Ask the audience if they can poke their head through this tiny hole. To do it, hold the "O - Kay" sign up to your forehead, and merely poke your other index finger through it and poke your head.
- 5) Ask if anyone can stick out their tongue and touch their nose. To do this, stick out your tongue, but touch your nose, not with your tongue, but with a finger.
- 6) Take two sticks and tell everyone that they must pass the sticks the same way they have received them. The leader passes them saying "I pass them crossed," or "I pass them uncrossed." The trick is not if the sticks are crossed or uncrossed, but whether the legs of the person passing them are crossed or uncrossed. Continue until someone figures out the secret.
- 7) Tell the audience that you will now recite an ancient chant from an Indian tribe that once lived in the area. The chant goes "I draw a moon, it has two eyes, a nose, and a mouth." As you chant this, you take a stick and draw the moon in the dirt. You then ask the audience if anyone can do exactly as you have done. The secret is to cough before beginning the chant. Or you may use your left hand in drawing the moon in the ground. Continue until someone discovers the secret.
- 8) Ask if anyone can say the following phrase: "Boots without Shoes." Soon someone will catch on to only saying the word "boots."
- 9) Tell every one to place his right hand where his left hand can't reach it. After considerable commotion, solve the problem by placing your right hand on your left elbow.

KNOCK-KNOCK FESTIVAL

Everyone knows a knock-knock joke. If the campfire lags, start a

knock-knock festival. Just say a few corny knock-knock jokes and then ask volunteers from the audience to stand up and recite their best. Have the whole group holler out "Who's there" and "_____ Who." End with "Dishes the end" or "Gladys the end."

Knock! Knock!
Who's there?
Dwain.
Dwain who?
Dwain the bathtub, I'm drowning.

Knock! Knock!
Who's there?
Tick.
Tick who?
Tick 'em up I'm a tongue-tied wobbler.

Knock! Knock!
Who's there?
Amos.
Amos who?
A mosquito bit me.

Knock! Knock!
Who's there?
Andy.
Andy who?
Andy nother mosquito bit me.

Knock! Knock!
Who's there?
Stella.
Stella who?
Stella nother mosquito bit me.

Knock! Knock!
Who's there?
Consumption.
Consumption who?
Consumption be done about all these mosquitos?

Knock! Knock!
Who's there?
Ether.
Ether who?
Ether bunny.

Knock! Knock!
Who's there?
Stella.
Stella who?
Stella nother ether bunny.

Knock! Knock!
Who's there?
Nother.
Nother who?
Nother ether bunny.

Knock! Knock!
Who's there?
Consumption.
Consumption who?
Consumption be done about all these ether bunnies?

Knock! Knock!
Who's there?
Cargo.
Cargo who?
Cargo beep beep and run over all the other bunnies. (YEA!)

Knock! Knock!
Who's there?
Boo.
Boo who?
Don't cry, ether bunny be back next year.

Knock! Knock!
Who's there?
Dishes
Dishes who?
Dishes the end.

Knock! Knock!
Who's there?
Little old lady.
Little old lady who?
I didn't know you could yodel?

Knock! Knock!
Who's there?
Oswald
Oswald who?
Oswald my gum.



Knock! Knock!
Who's there?
Orange.
Orange who?
Orange you glad it's almost over?

Knock! Knock!
Who's there?
Sara.
Sara who?
Sara doctor in the house?

Knock! Knock!
Who's there?
Adolph.
Adolph who?
Adolph ball hit me in the mouth and that's why I talk this way.

Knock! Knock!
Who's there?
Abraham Lincoln.
Abraham Lincoln who?
Don't you know who he is?

Knock! Knock!
Who's there?
George Washington.
George Washington who?
You really don't know much, do you.

Knock! Knock!
Who's there?
Gladys.
Gladys who?
Gladys Friday.



The following list of stunts and program for a stunt night is taken with permission from "Camp Program Ideas" published by the recreation department of San Diego State University.

STUNT NIGHT

Stunt Night is held around the evening campfire or in the lodge. The leader is on stage, easily viewed by all. A typical stunt night would include the following activities, which shall be described in detail. The activities do not necessarily happen in this order: BROTHER, BROTHER; ORDER OF THE BLANKET; WATER-MELON EATING CONTEST; CRYSTAL GAZER; PENNY IN THE FUNNEL; WALK THE PLANK; STAMP ON THE SCHNOZZ; BASKETBALL DRIBBLE; LILLIPUTIAN BASKETBALL; CHEEKIE CHEEKIE; AND PUDDING FEED.

As I said, the activities need not occur in this order, but we usually begin with BROTHER, BROTHER. It is an excellent warm-up to the evening's activities. We usually end with the PUDDING FEED, the reason why you will discover in the description.

1. BROTHER, BROTHER or SISTER, SISTER

a. Equipment: 2 mattresses or blankets, 2 blindfolds, 2 Bataca Bats or rolled newspaper.

b. How To: Doing one group at a time, two campers, from each group, are called to the stage. Both are blindfolded and lie in the prone position on the mattresses, facing each other. The mattresses are separated by one or two feet. Campers clasp left hands, as in hand wrestling, with elbows on the ground and bodies completely on the mattresses. Each is handed a Bataca Bat or newspaper, in right hand. No. 1 camper (previously designated) says, "Brother, Brother, where art thou?" No. 2 camper replies, "Here I is'," then quickly, and blindly dodges the swing of the Bataca Bat from camper No. 1. Then, after hit or miss, camper No. 2 has his or her turn. Each camper has three or four attempts.

c. Rules: Campers never raise off their stomachs, never lift elbows, never let loose of opponent's hand, and never roll off the mattresses, never swing unless it is his or her turn, having only one swing each turn.

2. ORDER OF THE BLANKET or SAHARA DESERT

a. Equipment: Five or more blankets, one or two staff members with each blanket.

b. How to: Unsuspecting campers and staff members are called to the stage. One for each blanket. They are informed, by

the leader, that they have something on their person which he wants, and they are to begin taking things off until he gets it. Then they are instructed to position themselves under a blanket, sitting down. He tells them to begin and they proceed to remove their clothing. Either by whispering or using sign language, he lets the audience know what he really wants, **THE BLANKET!** As each piece of clothing or jewelry or whatever, comes out from beneath the blanket, it is held up and the leader asks, "Is this what we want?" "NO!" is the reply from the audience. When there is not much left to give, they are told by the audience what it is they want, **"THE BLANKET!!"**

It can be even more hilarious if, having prearranged for a male staff to be under a blanket passing out women's under clothing.

The variation of this game, **SAHARA DESERT**, is done the same way, except for what the contestants are told. They are supposed out in the hot, hot Sahara Desert, being the blanket. To cool off, what is the one thing they would take off. They keep taking things off until the leader and the audience tell them what it is they should remove, **"THE BLANKET!"**

c. Rules: One or two staff members, per blanket, should be on stage to help hold the blankets down and to take and return the contestants' clothing. No one should be on stage except for those the leader chooses and all should be quiet so no one spills the beans.

3. WATERMELON EATING CONTEST

a. Equipment: Slices of watermelon, bench or table.

b. How To: Leader chooses one camper from each group to come on stage. They are instructed to kneel behind the bench or table, where a slice of watermelon has been placed for each person. Then, with their hands behind their backs, they are to begin eating their slice, on the leader's command. He or she, who finishes first, is the champion watermelon eater, or better known by the rest of camp as **"QUICK CHOMPIN' CHARLIE!"**

c. Rules: Hands must remain behind backs at all times, if the slice falls over, it is uprighted by the leader or a helper. Campers must remain on their knees. Watermelon must be eaten until the rind is green.

4. CRYSTAL GAZER

A. Equipment: Basketball wrapped in tinfoil as a crystal ball, staff member is costumed as a fortune teller, one table, two chairs, a bucket of ice or water.

b. How To: Leader calls for one volunteer to have his or her fortune told. It is best to choose a staff member, preferably a new one (for initiation purposes). The volunteer sits at the table across from the fortune teller with the crystal ball in the middle.

They are seated so the audience can see both clearly. The fortune teller holds hands with the volunteer, one on each side of the ball. He or she does a short, funny act of foreseeing the future in the ball, leading up to telling the volunteer that his or her future has a very cold spot, at which time ice or water is poured down the volunteer's back, while the fortune teller holds on to the volunteer's hands.

c. Rules: For this stunt and others, campers are instructed at the onset of stunt night, and reminded occasionally thereafter, not to shout anything about a surprise. This way, hopefully, stunts will not be spoiled.

5. PENNY IN THE FUNNEL

A. Equipment: One large funnel, a bucket of water, 3 pennies, and one blindfold.

b. How To: Leader asks for a volunteer, staff member or camper. Leader instructs volunteer to place the skinny end of the funnel in his or her pants, tilt the head back, place penny on the forehead and attempt to place the penny in the funnel by tilting the head forward. After one penny, then two pennies and three pennies have been accomplished, the leader challenges the volunteer to do the trick blindfolded. If this is accomplished the volunteer wins a prize. When blindfolded and all is ready, a bucket of water is handed to the leader and when the leader gives the command to perform, he pours the water into the funnel. Exciting? Indeed!

c. Rules: Again a stunt needing cooperation of the group, so as not to ruin the surprise.

6. WALK THE PLANK

a. Equipment: 1 blindfold, 2 assistants, 1 bench, 1 metal tub or trash can half full of water.

b. How To: Leader asks for volunteer from staff members or campers to come on the stage. Volunteer comes on stage and leader tells a story of how volunteer was mutinous in an activity during the day. Perhaps the camper was late rising in the morning or would not go swimming, or staff member would not eat the prunes at the beginning of the week. Leader then explains what happens to one who commits mutiny. He or she walks the plank blindfolded! The volunteer is instructed to stand at the end of the bench and with assistants holding the hands of the volunteer on both sides, the volunteer begins the walk of the plank, doing it once or twice to get the feel of it. On the third time, the volunteer jumps off the end of the bench into the tub or trash can of water, which was secretly placed there during the warmup attempts.

c. Rules: Two assistants hold the volunteers' hands at all times for safety reasons. Once again, a stunt needing the hushed

cooperation of all.

7. MARSHMALLOW WATER POLO

- a. Equipment: Marshmallow, pie pan full of water.
- b. How To: Leader gets two volunteers for world championship run-off of new sport which is "sweeping the world." The object is explained, "The winner is the one who can blow the marshmallow to the opponent's side of the pan." After a practice round, the leader raises his hand over the water-filled pan and called out "ONE, TWO, THREE, GO." As he says GO, he brings his hand down rapidly into the water giving the contestants an unexpected shower.

8. BASKETBALL DRIBBLE.

- a. Equipment: Peach basket or something similar, pins, tape, water balloons.

b. How To? Leader-calls for 2 volunteers from each group to come on stage. Up to three groups at one time should be the maximum. Two campers are on a team. No. 1 camper holds the basket chest high against the chest. The basket has been previously prepared by taping pins around the top rim, pointing upwards. No. 2 camper has forty seconds to sink three balloons into the basket without breaking them. The campers should be four to six feet apart. The amount of time and number of balloons designating the winner, are flexible.

It can be quite interesting if a team is comprised of a camper and his or her counselor holding the basket. It might be more fun to get one's counselor wet than to be a winner.

If peach baskets are not available, trash cans from an office are fine. Or, one might want to make it more difficult and use plastic gallon jugs with the tops cut off. And, instead of holding against one's chest, when camper No. 2 throws the balloon, camper No. 1 moves with the jug attempting to catch the water balloon.

- c. Rules: Neither camper shall move forward and neither shall lean forward. If the balloon breaks after landing in the basket, it counts as a point.

9. STAMP ON THE SCHNOZZ

- a. Equipment: Stick on stickers about the size of a small one cent postage stamp, and a watch with a second hand.
- b. How To: Leader calls for a volunteer from each group to come on stage. All groups can be done at one time. They all stand in a straight line, shoulder-to-shoulder (a foot apart), facing the audience. The tips of all the noses should be dry. Each camper has a sticker, stuck on the end of his or her nose. Within an allotted amount of time, the camper, who has his or her stamp removed

from the nose, is the winner. The catch is, both hands must remain behind the back at all times. To remove the sticker, one must blow it off! It is extremely funny to watch the facial configurations, especially the wiggling noses.

c. Rules: Hands behind backs at all times. A good time is 35 seconds.

10. CHEEKIE-CHEEKIE

a. Equipment: 1 tube of red lipstick.

b. How To: Leader calls for volunteer to come on stage, preferably a staff member. Leader explains this is a "Simon Says" game. Leader says "Simon Says cheekie-cheekie on the cheek," and pinches the volunteer on the cheek. Then volunteer does the same to him saying simply "Cheekie-cheekie on the cheek." This is done six or seven or more times all over the face.



The catch is the leader has the lipstick on his fingers and when he pinches he smears lipstick on the volunteer's face. Unknowingly, the volunteer walks off the stage at the end with a goofy face and everyone laughing and pointing.

c. Rules: A stunt requiring cooperation of all.

11. PUDDING FEED

a. Equipment: Blindfolds, bowls of 'pudding.'

b. How To: Leader calls for one volunteer from each group. Then calls for one staff member for each volunteer camper. The campers are all blindfolded. Then the staff members are blindfolded and instructed to kneel in front of, facing, their camper. After all staff members are blindfolded, campers are handed their bowls of 'pudding.' Upon leader's command, campers are to begin feeding their staff member, by hand, the pudding until the leader says stop. Results are very interesting and messy, to say the least. It is also very intriguing to see what happens when the blindfolds are secretly removed from the campers before the feeding process begins.

This one activity is great fun and a super ending to an exciting funfilled evening program.

c. Rules: Staff members must keep their hands behind their backs at all times and must not try to wiggle away. I have placed marks around pudding because what we use is not true pudding. It is, perhaps, a little pudding, with peanut butter, ketchup, mustard, and a host of other goodies.

12. LILLIPUTIAN BASKETBALL

a. Equipment: Tea strainers, ping pong balls, 1 table

b. How To: Leader calls for two volunteers from each group to come up on stage. Two or three groups should be maximum on stage. Two campers make a team. No. 1 camper holds a tea strainer in his mouth and No. 2 camper has six ping pong balls to bounce. They stand, facing each other, across a table. No. 2 camper bounces ping pong balls one at a time across the table so No. 1 camper can attempt to catch the ball in the tea strainer. When a ball is caught, it is removed so another can be caught. The team catching the most, within an allotted amount of time, is the winner.

c. Rules: Tea strainer must be in the mouth at all times, and hands, either on the table or behind the back. A good time is 45 seconds.

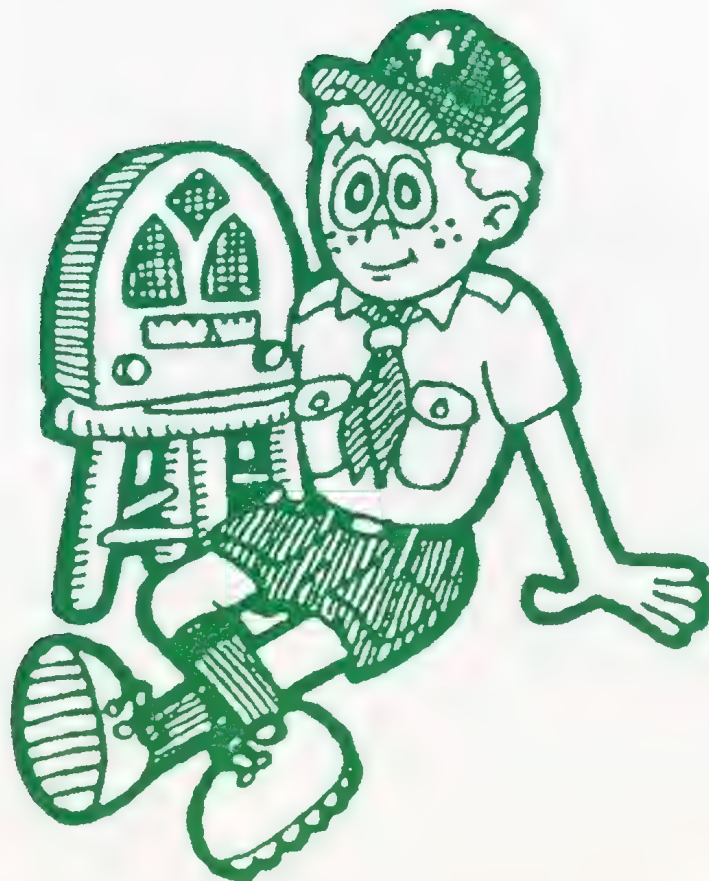
STUNT NIGHT is a very fun and truly action packed night. The energy level runs high among the campers and the staff members throughout the whole program. Therefore, the proper atmosphere, for this night, must be set from the beginning of the program. It should be explained to campers and staff that what is done on stage is done for fun and good time to be had by all. If a surprise stunt should happen to someone, there should be no retribution by that person. They should learn to take their licks and laugh it up with everyone else. Cooperation is needed from everyone so no surprise will be spoiled before it happens.

Another helpful hint for this program, and others, to run smoothly, is to have everything ready before the program begins. The benches, tables, watermelons, ping pong balls, tea strainers, everything should be prepared and placed so they are easily accessible when needed. It is also beneficial to have your 'volunteers,' unknown to them, already chosen before the program begins. During rest period of the day stunt night is to be held, we have each counselor write down names of campers, in his or her group, for each stunt. This way, a lot of confusion is avoided while on stage and the camper gets to hear his or her name being called out.

Credit: Camp 365, Running Springs, California

MORE STUNTS

STORIES



STORIES AND OTHER ASSORTED NONSENSE

Many of the skits in the preceding chapter make excellent stories when embellished with some exaggeration and a great deal of acting. Here are a few humorous stories

IF I WEREN'T A BOY SCOUT

This skit involves a long line of Scouts with their backs to the audience. Each turns to the audience and sings the following song:

If I weren't a Boy Scout, there's something else I'd be
If I weren't a Boy Scout, a _____ I would be

Each Scout then repeats the little poem that goes with his occupation. One by one each Scout turns to the audience and says his part. Each continues down the line with those already singing repeating their lines after each new occupation. The occupations are:

An undertaker I would be: six feet by four feet, nail it to the floor.

A plumber I would be: Plunge it, flush it, look out below.

A farmer I would be: Here a cow, there a cow, there a cow, yeech.

A baby doll I'd be: Mama, Papa, I love you.

A pregnant girl I'd be: Honest I swear, the chaperone was there.

A garbage man I'd be: Pile it higher, pile it higher, pile it to the sky.

A camp cook I'd be: Pile it higher, pile it higher, pile it to the sky.

A bird watcher I'd be: (With pop bottles for binoculars)
There a bird, There a bird, There a bird, splat!

A fireman I'd be: Jump Lady, Jump Lady, Jump Lady, splat!

GOOD LORD

A man wanted to buy a horse. "Let me tell you first about him," said the rancher. "He was owned by a reverend, and if you want the horse to go, you say. 'Good Lord,' and if you want the horse to stop you say 'Amen.'"

The buyer wanted to try the horse, so he mounted and said, "Good Lord." The horse promptly moved out, and was soon galloping up the mountain. The rider was truly frightened and, forgetting the rancher's instructions, yelled, "Good Lord, Good Lord," so of course the horse really raced along. Just as he was

coming to the edge of the cliff. he yelled "Whoa, whoa," and when that didn't stop the horse, he suddenly remembered what the rancher had told him, "AMEN," he shouted, and the horse slid to a stop right on the brink. The man wiped his brow in relief, looked up to heaven, and said, "Good Lord."

THERE WAS AN OLD LADY

The leader sings each of the following verses with a large group following behind each step by step moaning "Ooooh, "Ooooh, "Ooooh," after each verse. The final "No" is directed to the audience to scare them.

There was an old lady all skin and bones
Her name was not Smith and it was not Jones
She went down to the church one day
To hear the parson preach and pray
But when she got to the church front style
She thought she'd wait a little while
And when she got to the church front door
She thought she'd wait a little more
And when she opened the church front door
She saw a corpse upon the floor
The old lady to the corpse then said
Will I be like you when I'm dead
The corpse then to the old lady said
NO!

FALLING ROCK

Long ago an old Indian was about to die, so he called for Geronimo and Fallen Rocks, the two strongest and most courageous braves in the tribe. The old Indian told them each to go and seek buffalo skins, and whoever got the most skins would be the new chief. About a month later Geronimo came back with two hundred pelts, but Fallen Rocks never returned. They searched for him carefully, but never was he found. Even now, as you drive through the Old West, you will see signs saying, "WATCH OUT FOR FALLEN ROCKS..."

LAKE STUPID

To earn the hand of the Indian princess the brave was given a test of swimming across the lake underwater. As soon as he heard the task, he ran down to the shore with the entire Indian village trailing behind him. When he got there, he saw that the

lake was frozen over. Undaunted, he chopped a hole in the ice and jumped. That was the last they ever saw of him.

In loving memory of this brave the Indians named the lake after him—they called it Lake Stupid.

LOST

Once two hunters got lost in the forest. The first hunter said, "Now we must be calm" The second hunter agreed, "You're right. I read that if you are lost, you should shoot three times into the air and someone will come and rescue you." So they did this, but nothing happened. And they did it again, and still no help came. They repeated this several times without results. Finally the first hunter said, "What are we going to do now?" And the second hunter replied, "I don't know; we're almost out of arrows."

A FRAID KNOT

A little piece of rope wanted to become a Boy Scout. He went up to a Scoutmaster and asked if he could become a Boy Scout. The Scoutmaster replied "We can't allow pieces of rope like you to become a Boy Scout." So the little piece of rope went to another Scoutmaster, but he also said, "It's against the rules to allow a little piece of rope to become a Boy Scout."

Well, this happened three or four times until finally the little piece of rope was sitting on the sidewalk. A boy started to walk by and the rope said, "Little boy, would you tie me in a knot, please?"

"I guess so," said the little boy, who then tied the rope into a knot and started to walk off.

"Wait a minute," said the piece of rope. "Would you please fray my ends?"

"Okay," said the boy, who then frayed both ends.

The little rope then went back to the first Scoutmaster and asked to join the Boy Scouts. The Scoutmaster looked closely at him and said "Aren't you that little piece of rope that was just in here?"

The little piece of rope looked right at him and said, "Oh no, I'm a fraid knot!"

ANT HILL

His golf ball landed on an ant hill. He swung, must have bashed 1,000 ants, but missed the ball. Swung again, and there sailed another 1,000 ants, but the ball stayed put. This went on. Finally, one of the dozen remaining ants looked at the rest and said, "Listen, you guys, if we want to survive, we'd better get on the ball."

THE FIRST SHAGGY DOG STORY

In the days of the knights, a midget told his king that he, too, wanted to be a knight. Too small, said the king. But the determined midget went about the kingdom, catching highwaymen and rescuing maidens, until the news got back to the king. "All right," said the king, "I dub thee knight." Special miniature armor was hammered out for him. A knife was honed into a sword. But no horse little enough was found. So the king substituted a large shaggy dog. And the midget went forth again to do good. A terrible rainstorm came up. He rode to a nearby inn. But the inn keeper said there was no more room. The midget pointed out how little space he'd take up. The innkeeper looked him over, and his mount, too, both soaked to the skin, and finally said, "Come on in. We'll find a spot for you. I couldn't send a knight out on a dog like this."

REAL PRESTIGE

In a certain Indian tribe years ago there was the custom of having the women come out and sit on animal hides in the warm midmorning sun. A fat wife and a fine hide were status symbols. One Indian, rather wealthy, decided he would top them all, since his wife was quite plump, so he ordered a hippopotamus from Africa and had his squaw sit on it. He invited some friends

from a neighboring tribe to survey the situation, and the morning they came, his wife and two others were out sunning. They considered carefully and concluded in his favor that "the squaw on the hippopotamus is equal to the sum of the squaws on the other two hides!"

MORE STORIES

SONGS



ALPHABETICAL LISTING OF SONGS

All You Etta	Puffer Bellies Song
America	Rock-A-My SOUL
Ants Go Marching, The	Sarasponda
Bear, The	Scout Vesper Song
Be Kind To Your	She'll Be Coming 'Round
Web-Footed Friends	The Mountain
Bill Grogan's Goat	Sippin' Cider
Bingo	State Song, The
Birds In The Wilderness	Sweetly Sings the Donkey
Birdie Song, The	Swing Low, Sweet Chariot
Boa Constrictor	Taps
Boom Boom	Tarzan Of The Apes
Canyon Camp Song	There Were Three Jolly
Chicago Song, The	Fishermen
Deep & Wide	Throw It Out The Window
Do Your Ears Hang Low?	Trail The Eagle
Emperor Napoleon, The	Vive La Compagnie
Found A Peanut	Vistay
Grand Old Duke Of York, The	Walrus Hunt Song
Green Grow The Rushes Ho	We Like To Hike Along
Good Morning Mr. Zip, Zip, Zip	We'll Build A Bungalow
Ham & Eggs	Where Has My Little Dog
Happy Wanderer, The	Gone?
Head, Shoulders, Knees & Toes	Worms
Hole In The Bottom Of The Sea	
Horse Went Around	
How Peculiar	
If You're Happy	
I Like To Eat Apples And Bananas	
I've Got That Real Scout Spirit	
John Brown's Baby	
John Jacob Jingle Heimer Schmitt	
King's Ni-Vy	
Kooka Berra	
Kum Ba Yah	
Little Cabin In The Woods	
Montana Song	
My Bonnie	
My Grandfather's Clock	
One Finger, One Thumb	
On My Honor	
O'Reilly	
Paddle Song, The	
Philmont Grace	
Pile Of Tin	
Pink Pajamas	

ALL YOU ETTA

All you etta, think of all you etta

All you etta, think of all you et.

Think of all the _____ you et

Think of all the _____ you et

_____ you et

_____ you et

Ooooooooooh

(sung to the tune of Allouette, add different foods from the meal)

AMERICA (Round)

America, America

How can I tell you how I feel.

You have given me your treasures

I love you so.

THE ANTS GO MARCHING

The ants go marching one by one, hurrah, hurrah

The ants go marching one by one, hurrah, hurrah

The ants go marching one by one,

The little one stops to suck his thumb,

And they all go marching

Down, to the ground, to get out, of the rain,

Boom! Boom! Boom!

2. Two...tie his shoe

3. Three...climb a tree

4. Four...shut the door

5. Five...take a dive

6. Six...pick up sticks

7. Seven...pray to heaven

8. Eight...shut the gate

9. Nine...check the time

10. Ten...say "The End"

THE BEAR

The other day (group repeats)

I met a bear, (group repeats)

Up in the woods (group repeats)

Away up there (group repeats)

Continue in a similar manner with:

He said to me, "Why don't you run,
Because you ain't, got any gun."

And so I ran, away from there,
But right behind me, was that bear.

Ahead of me, I saw a tree,
A great big tree, Oh glory be!

The nearest branch, was ten feet up,
I'd have to jump and trust my luck.

And so I jumped, into the air,
But I missed that branch, a way up there.

Now don't you fret, now don't you frown,
'Cause I caught that branch, on the way
back down.

That's all there is, there ain't no more.
So what the heck, are you singing for?

BE KIND TO YOUR WEB-FOOTED FRIENDS (Tune: Stars and Stripes Forever)

Be kind to your web-footed friends,
For a duck may be somebody's mother.
Be kind to your friends in the swamp...
Where the weather's always damp.

You may think that this is the end,
Well — it is!

BILL GROGAN'S GOAT

1. There was a man, (Echo each phrase)

Now please take note.

There was a man,

Who had a goat,

He loved that goat,

Indeed he did.

He loved that goat.

Just like a kid.

2 One day that goat (echo each phrase)

Felt fresh and fine...

Ate three red shirts...

Right off the line...

The man, he grabbed...

Him by the back...

And tied him to...

A railroad track...

3. Now, when that train...

Drove into sight...

That goat grew pale...

And green with fright...

He heaved a sigh...

As if in pain...

Coughed up those shirts...

And flagged the train...

BINGO

There was a farmer had a dog and

Bing-o was his name-o.

B-i-n-g-o, B-i-n-g-o, B-i-n-g-o -

And Bingo was his name-o.

Sing song through clapping hands for each letter in succession until all the letters are clapped instead of sung.

BIRDS IN THE WILDERNESS (Tune: Old Gray Mare)

Here we sit like birds in the wilderness,

Birds in the wilderness,

Birds in the wilderness,

Here we sit like birds in the wilderness

Waiting for the rest to come.

Waiting for the rest to come;

Waiting for the rest to come;

Here we sit like birds in the wilderness

Waiting for the rest to come.

THE BIRDIE SONG

It's going to be a long springtime

And what will the birdie do then,
the poor thing
He'll fly to the trees just to sit in the breeze
And tuck his head under his wing,
the poor thing.

It's going to be a long summer,
And what will the birdie do then,
the poor thing.
He'll fly to the pool, just to keep himself cool
And tuck his head under his wing,
the poor thing.

It's going to be a long fall,
And what will the birdie do then,
the poor thing.
He'll fly to the barn, just to keep
himself warm,
And tuck his head under his wing,
the poor thing.

It's going to be a long winter,
And what will the birdie do then,
the poor thing.
He'll fly to the south, with a worm
in his mouth,
And tuck his head under his wing,
the poor thing.

BOA CONSTRICTOR

I'm be'in eaten by a boa constrictor
a boa constrictor, a boa constrictor.
I'm be'in eaten by a boa constrictor,
And I don't like it a bit.
Spoken: Oh no! He's got my toe.

CHORUS
Spoken: O gees! He's up to my knees.

CHORUS
Spoken: Oh My! He's got my thigh.

CHORUS
Spoken: Oh peanut butter and jelly!
He's up to my belly.

CHORUS

Spoken: Oh heck! He's reached my neck.

CHORUS

Spoken: Oh dread! He's got my...
slurp—gulp!

BOOM BOOM

Boom boom gee it's great to go Scouting
Boom boom gee it's great to go outing
Hiking, camping, all day long,
Boom boom gee it's great to go Scouting!

CANYON CAMP SONG

I'm a camper, not a damper,
Oh my ears are made of leather,
And they flap in windy weather,
Gosh, oh hemlock,
I'm tough as a pine knot,
I'm from Canyon Camp you see.

THE CHICAGO SONG

Late last night when we were all in bed,
Old Mother O'Leary left a lantern in the shed,
And when the cow kicked it over,
She winked her eye and said:
"There'll be a hot time in the old town tonight."
FIRE! FIRE! FIRE!

DEEP AND WIDE

Deep and wide, deep and wide
There's a fountain flowing deep and wide.
Deep and wide, deep and wide.
There's a fountain flowing deep and wide.
(Motion with arms showing deep, wide, fountain, and flowing.
Repeat song, leaving off the words for the actions, but doing the actions.)

DO YOUR EARS HANG LOW (HIGH)?

Do your ears hang low?
Do they wobble to and fro?
Can you tie them in a knot?

Can you tie them in a bow?
Can you throw them over your shoulder like a continental soldier?
Do your ears hang low?

Do your ears hang high?
Do they reach up to the sky?
Do they droop when they're wet?
Do they stiffen when they dry?
Can you semaphore your neighbor with a minimum of labor?
Do your ears hang high?

THE EMPEROR NAPOLEON (Tune: Battle Hymn of the Republic)

The Emperor Napoleon had 20,000 men
The Emperor Napoleon had 20,000 men
The Emperor Napoleon had 20,000 men
And they all went marching along.

Action: Sing through once, then sing again and leave off word 'men', but nod head. Continue singing and leaving off a word each time, nodding head for the words.



FOUND A PEANUT (Tune: "Clementine")

Found a peanut, found a peanut, found a peanut, just now
Just now I found a peanut, found a peanut just now
It was rotten, it was rotten, it was rotten just now
Just now it was rotten, it was rotten just now.

Continue in similar manner with:
Ate it anyway
Got sick (or a stomach ache)
Called the doctor
Had surgery
Died anyway
Went to Heaven
Forgot my teddy bear
Went after it
Back in Heaven
Kicked an angel
Went the other way
Found a peanut
It was rotten
Threw it away.

THE GRAND OLD DUKE OF YORK (Tune: A Hunting We Will Go)

The Grand old Duke of York,
He had ten thousand men.
He marched them up the hill,
(Everyone stands up)
And marched them down again.
(Everyone sits down)
And when you're up, you're up.
(Everyone up)
And when you're down, you're down.
(Everyone down)
And when you're only halfway up
(Everyone halfway up)
You're neither up nor down.
(All up, then all down)

GREEN GROW THE RUSHES HO

I'll sing you one ho
Green grow the rushes ho

What is your one ho
One is one and all alone and ever more it shall be so

I'll sing you two ho
Green grow the rushes ho
What is your two ho
Two, two lily white boys clothed and all in green ho
One is one and all alone and never more it shall be so.

Three, three the rivals
Four for the gospel makers
Five for the cymbals at your door
Six for six proud walkers
Seven for the seven stars in the sky
Eight for the April rainers
Nine for the nine bright shiners
Ten for the ten commandments
Eleven for the eleven that went to Heaven
Twelve for the Twelve Apostles.
(Leader sings each verse, and group joins in singing back through, all of the previous verses.)

GOOD MORNING, MR. ZIP ZIP ZIP

Good Morning, Mr. Zip Zip Zip
With your hair cut just as short as mine
Good Morning, Mr. Zip Zip Zip
Gee, you're looking fine.
Ashes to ashes and dust to dust.
If the _____ don't get you.
then the _____.

Good Morning, Mr. Zip Zip Zip
With your hair cut just as short as,
Your hair cut just as short as,
Your hair cut just as short as mine.

HAM AND EGGS

Ham and eggs, ham and eggs
I like mine nice and brown.
I like mine upside down.
Ham and eggs, ham and eggs.
Flip em
Flop em
Flip em
Flop em
Ham and eggs.

(Divide into two groups, alternative verses).

THE HAPPY WANDERER

I love to go a wandering
Along the mountain track
And as I go, I love to sing
My knapsack on my back

Chorus
Valdercee, Valdereeah, Valderree,
Valderahahahahahahahah,
Valdercee, Valderah, My knapsack
On my back

I wave to everyone I see
And they wave back to me
The blackbirds call so wild and free
From every greenwood tree

Oh may I go a wandering
Until the day I die
And may I always laugh and sing
Beneath God's clear blue sky

HEAD AND SHOULDERS, KNEES AND TOES

Head and shoulders, knees and toes, knees and toes
Head and shoulders, knees and toes, knees and toes
And eyes and ears and mouth and nose
Head and shoulders, knees and toes, knees and toes
(sing faster and faster)

HOLE IN THE BOTTOM OF THE SEA

There's a hole in the bottom of the sea.
There's a hole in the bottom of the sea.
There's a hole
There's a hole
There's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea.
There's a log in the hole in the bottom of the sea.
There's a log
There's a log
There's a log in the hole in the bottom of the sea
Continue with:

There's a bump on the log
 There's a frog on the bump
 There's a leg on the frog...
 There's a foot on the leg...
 There's a toe on the foot...
 There's a wart on the toe...
 There's a hair on the wart...
 There's a flea on the hair...
 There's a smile on the flea...

THE HORSE WENT AROUND (Tune: Turkey in the Straw)

1. Oh, the horse went around with his foot off the ground,
 Oh, the horse went around with his foot off the ground,
 Oh, the horse went around with his foot off the ground,
 Oh, the horse went around with his foot off the ground.

CHORUS (Spoken)

Same song, second verse, A little bit faster and a little bit worse!

2. Oh, the horse went around with his foot off the...
 (Chorus to be spoken after each verse)
3. Oh, the horse went around with his foot off...
- 4-12. Continue leaving off a word each verse until whole song is sung silently. End song by repeating verse 1.

HOW PECULIAR

A tongue twister to the tune of the Battle Hymn of the Republic.

Verse 1:

When one sly snake slides up the slide the other sly snake slides down.

Repeat 4 times.

Chorus:

Glory, glory, how pe...how peculiar.

Glory, glory, how pe...how peculiar.

Glory, glory, how pe...how peculiar.

When one sly snake slides up the slide the other sly snake slides down.

Verse 2:

When one drunk duck dropped into the ditch, the other drunk duck dropped dead.

Repeat 4 times.

Verse 3

When one black bug bled blue black blood the other black bug
bled blue

Repeat 4 times

Chorus to be sung after each verse.

IF YOU'RE HAPPY

If you're happy and you know it, clap your hands. (clap-clap)

If you're happy and you know it, clap your hands. (clap-clap)

If you're happy and you know it,

Then you really ought to show it,

If you're happy and you know it, clap your hands. (clap-clap)

Second verse

If you're happy and you know it, stamp your feet. (stamp-
stamp)

Third verse

If you're happy and you know it, shout "Amen." (amen)

Fourth verse

If you're happy and you know it, do all three.

(clap-clap) (stamp-stamp) (amen)

I LIKE TO EAT APPLES AND BANANAS

I like to eat,

I like to eat,

I like to eat, eat apples and bananas

I like to eat,

I like to eat,

I like to eat, eat apples and bananas

In each succeeding verse, the vowels

A-E-I-O-U are substituted for the primary vowel in each word of
the song, using the vowel sound. (Example: A Lake ta ate,)

A lake ta ate,

A lake ta ate,

A lake ta ate,

A lake ta ate, ate apples and bananas

A lake ta ate,

A lake ta ate,

A lake ta ate, ate apples and bananas

E leke te eat,

E leke te eat,

E leke te eat, eat epples end benenes

E leke te eat,
 E leke te eat,
 E leke te eat, eat epples end benenes
 I like ti ite,
 I like ti ite,
 I like ti ite, ite ipplis ind bininis
 I like ti ite,
 I like ti ite,
 I like ti ite, ite ipplis ind bininis
 I like ti ite,
 I like ti ite,
 I like ti ite, ite ipplis ind bininis
 O loke to oat,
 O loke to oat,
 O loke to oat, oat opplos ond bononos
 O loke to oat,
 O loke to oat,
 O loke to oat, oat opplos ond bononos
 U luke tu ute,
 U luke tu ute,
 U luke tu ute, ute upplus und bununus
 U luke tu ute,
 U luke tu ute,
 U luke tu ute, ute upplus und bununus

I'VE GOT THAT REAL SCOUT SPIRIT

I've got that real Scout spirit
 Down in my feet
 Down in my feet
 Down in my feet
 I've got that real Scout spirit
 Down in my feet
 Down in my feet to stay
 (Repeat with up in my head, deep in my heart, and all over me)

JOHN BROWN'S BABY (Tune: Battle Hymn)

1. John Brown's baby had a cold upon his chest,
 John Brown's baby had a cold upon his chest,
 John Brown's baby had a cold upon his chest,
 And they rubbed it with camphorated oil.
2. Omit word "baby" throughout and do motion
3. Omit "baby" and "cold" and do motions
4. Omit "baby," "cold," and "chest"...

- 5 Omit "baby," "cold," "chest," and "rubbed"
6 Omit "baby," "cold," "chest," "rubbed," and "camphorated oil"

Motions: (not done on verse 1)

baby - rock baby in arms

cold- sneeze

chest - slap chest

camphorated oil - hold nose and make a face

JOHN JACOB JINGLE HEIMER SCHMITT

John Jacob Jingle Heimer Schmitt,

That's my name too...

Whenever I go out,

The people always shout...

"John Jacob Jingle Heimer Schmitt,"

Da, da, da, da, da, da, da,

Repeat four times, each time softer, until on the last verse no sound comes out except—

Da, da, da, da, da, da.

KING'S NI-VY

I don't want to march with the infantry—

Ride with the cavalry—

Shoot with artillery—

I don't want to fly over Germany—

I'm in the King's Ni-vy,

I'm in the King's Ni-vy,

I'm in the King's Ni-vy—

(repeat first five lines)

Action:

"-march with the infantry-" (tramping feet)

"-ride with the cavalry-" (riding motions)

"-shoot with artillery-"

(motions of shooting gun)

"-fly over Germany-" (flap wings)

"I'm in the King's Ni-vy" - (salute to the king)

KOOKA BERRA

Kooka berra sits in the old gum tree

Merry, merry king of the bush is he.

Laugh Kooka Berra, laugh Kooka Berra
Gay your life must be.
(sung in rounds)

KUM BA YAH

1. Kum ba yah my Lord, Kum ba yah,
Kum ba yah my Lord, Kum ba yah!
Kum ba yah my Lord, Kum ba yah!
Oh Lord, — Kum ba yah!
2. Someone's singing Lord, Kum ba yah,
Someone's singing Lord, Kum ba yah,
Someone's singing Lord, Kum ba yah,
Oh, Lord, Kum ba yah.
3. Someone's crying, Lord...
4. Someone's praying Lord...
5. Someone's laughing Lord...
6. Kum ba yah my Lord...

LITTLE CABIN IN THE WOODS

Little Cabin in the Woods
Little man by the window stood
Saw a rabbit hopping by
Looking for a place to hide

Help me, help me, help me, he said
Or the Hunter will shoot me dead
Little rabbit come inside
Safely to abide

MONTANA SONG

My home's in Montana,
I wear a bandana,
My spurs are of silver,
My pony is gray,
When riding the ranges,
My luck never changes,
With foot in the stirrup,
I gallop away.

Where, oh where, are you tonight?

How can you leave me here all alone?
I searched the world over and thought I found true love
Then you met another and Pzzzzz, you were gone.

MY BONNIE

My Bonnie lies over the ocean,
My Bonnie lies over the sea.
My Bonnie lies over the ocean,
Oh, Bring back my Bonnie to me.
Bring back, bring back,
Oh, bring back my Bonnie to me, to me.
Bring back, bring back,
Oh, bring back my Bonnie to me.
Action Version: Stand up on the first word with a "B" in it then sit down on the next "b" and so on with each word with a "b" in it. The whole group should end the song sitting down!

MY GRANDFATHER'S CLOCK

My Grandfather's clock was too large for the shelf,
So it stood ninety years on the floor
It was taller by half than the old man himself
Though it weighed not a pennyweight more
It was bought on the morn on the day that he was born
And was always his treasure and pride
But it stopped, short, never to go again, when the old man died.
Ninety years without slumbering, tick tock, tick tock
His life seconds numbering, tick tock, tick tock
But it stopped, short, never to go again, when the old man died.

ONE FINGER, ONE THUMB

One finger, one thumb, one hand, one arm, keep moving
One finger, one thumb, one hand, one arm, keep moving
One finger, one thumb, one hand, one arm, keep moving
And we'll all be happy again, hey!!
(In time with the music, start moving one arm, two arms, one leg, two legs, stand up - sit down, and turn around.)

ON MY HONOR

On my honor I'll do my best
To do my duty to God,
On my honor I'll do my best
To serve my country as I may
On my honor I'll do my best

To do my good turn each day,
To keep my body strengthened
And keep my mind a-wakened.
To follow paths of righteousness,
On my honor I'll do my best.

O'REILLY

O'Reilly is dead and his brother don't know it,
His brother is dead and O'Reilly don't know it.
They've both been dead and lying in bed and,
Neither one knows that's the other one's dead.

THE PADDLE SONG (Four part round)

Our paddles keen and bright,
Flashing like silver
Swift as the wild goose flight,
Dip, dip and swing.

Dip, dip and swing them back,
Flashing like silver
Swift as the wild good flight,
Dip, dip and swing

PHILMONT GRACE

For food, for raiment
For life, for opportunity
For friendship, and fellowship
We thank thee oh Lord.

PILE OF TIN

I've got a little old pile of tin
Nobody knows what shape it's in.
It's got four wheels, it's got two doors
All my friends they call it a Ford.
Honk, honk; rattle, rattle, rattle; crash; beep, beep
Honk, honk; rattle, rattle, rattle; crash; beep, beep
Honk, honk; rattle, rattle, rattle; crash; beep, beep
Honk, honk, honk, honk, honk, honk; beep, beep.
(Motions: Honk, hit chin with palm; rattle, shake head; crash,
pull ear; beep, pinch nose)

PINK PAJAMAS

I wear my pink pajamas in the summer when it's hot
I wear my flannel nightie in the winter when it's not
And sometimes in the springtime, and sometimes in the fall
I jump between the sheets with nothing on at all
Glory, Glory how peculiar
Glory, Glory what's it to you
Sometimes in the springtime and sometimes in the fall
I jump between the sheets with nothing on at all.

PUFFER BILLIES SONG (In rounds)

Down by the station,
Early in the morning,
See the little puffer billies,
All in a row.
See the engine driver,
Turn a little handle,
Puff, puff, toot, toot
Off they go.

ROCK-A-MY-SOUL

Rock-a-my-soul in the bosom of Abraham
Rock-a-my-soul in the bosom of Abraham
Rock-a-my-soul in the bosom of Abraham
Oh rock-a-my soul

So high you can't get over it
So low you can't get under it
So wide you can't get around it
YOU GOTTA GO THROUGH THAT DOOR.

SARASPONDA

Group 1: (Continue chant to chorus)
Boom-da, Boom-da, Boom-da, Boom-da

Group 2:
Sa-ra-spon-da, Sa-ra-spon-da, Sa-ra-spon-da, Ret-set-set!
Sa-ra-spon-da, Sa-ra-spon-da, Sa-ra-spon-da, Ret-set-set!

All:
Ah-do-ray-oh!

Ah-do-ray-boom-day-oh!
Ah-do-ray-boom-day-ret-set-set!
Aw-say-paw-say-oh!

SCOUT VESPER SONG (Tune: Maryland, My Maryland)

Softly falls the light of day,
While our campfire fades away;
Silently each Scout should ask
Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared.

SHE'LL BE COMING 'ROUND THE MOUNTAIN (With motions and sound effects as shown)

She'll be coming 'round the mountain when she comes, toot!
toot!

(motion for pulling whistle cord)

She'll be coming 'round the mountain when she comes, toot!
toot!

(same motion)

She'll be coming 'round the mountain,
She'll be coming 'round the mountain,
She'll be coming 'round the mountain when she comes, toot!
toot!

(same motion).

2. She'll be driving six white horses when she comes, whoa back!
(Pulling back on reins)

3. And we'll all go out to meet her when she comes. Hi Babe!
(Sweeping salute motion)

4. She'll be wearing her red flannels when she comes.
(Scratch, scratch)

5. And we'll kill the old red rooster when she comes, hack, hack!
(chopping motion).

6. And we'll all have chicken and dumplings when she comes,

Yum! Yum!
(Rub tummy)

Directions: At the end of each verse, repeat in reverse order the sounds and motions of the preceding verses

SIPPIN' CIDER

The prettiest girl
I ever saw
Was sippin' cider through a straw
Ditty, ha, ha, ha

(Continue in a similar manner with)

Says I to her
What'cha doin' that fer
A sippin' cider through a straw
Ditty, ha, ha, ha

Then cheek to cheek
And jaw to jaw
A sippin' cider through a straw
Ditty, ha, ha, ha

The straw did slip
I kissed her lip
A sippin' cider through a straw
Ditty, ha, ha, ha

That's how I got
My mother-in-law
A sippin' cider through a straw
Ditty, ha, ha, ha

Now seventeen kids
Now call me Pa
A sippin' cider through a straw
Ditty, ha, ha, ha

The moral of
This sad, sad tale
Is sip your cider
From a twenty gallon pail.



THE STATE SONG

Oh, what did Tenna-see, boys,
Oh what did Tenna-see?
(Tennessee)
(Sing three times)

I ask you men, as a personal friend,
What did Tenna-see?

She saw what Arkan-saw, boys,
She saw what Arkan-saw.
(Arkansas)
(Sing three times)

I'll tell you then as a personal friend,
She saw what Arkan-saw.

(Similarly)
Where has Ora-gone, boys? (Oregon)
She's taking Okla-home. (Oklahoma)
How did Wiscon-sin boys? (Wisconsin)
She stole a New-brass-key. (Nebraska)
What did Dela-ware, boys? (Delaware)
She wore a New Jersey. (New Jersey)
What did Io-weigh, boys? (Iowa)
She weighed a washing-ton? (Washington)
Where did Ida-ho, boys? (Idaho)
She hoed in Maryland. (Maryland)
What did Missi-sip, boys? (Mississippi)
She sipped her Minne-soda. (Minnesota)
What did Connie-cut, boys? (Connecticut)
She cut her shaggy Maine. (Maine)
What did Ohi—owe boys? (Ohio)
She owes her Taxes. (Texas)
How did Flori-die, boys (Florida)
She died of Misery. (Missouri)



SWEETLY SINGS THE DONKEY

Sweetly sings the donkey, At the break of day;
If you do not feed him, This is that he'll say:
He-haw! Hee-haw! Hee-haw, hee-haw, hee-haw!

SWING LOW, SWEET CHARIOT

Swing low, sweet chariot,
Comin' fo' to carry me home!
Swing low, sweet chariot
Comin' fo' to carry me home.

I looked over Jordan,
And what did I see.
Comin' fo' to carry me home;
A band of angels comin' after me,
Comin' fo' to carry me home.

If you get there before I do,
Tell all my friends I'm comin' too.
I'm sometimes up and sometimes down,
But still my soul feels heav'nly bound.

TAPS

Day is gone, gone the sun,
From the lake, from the hills, from the sky,
All is well, safely rest, God is nigh.

Fading light, dims the sight
And a star gems the sky, gleaming bright;
From afar, drawing nigh, falls the night.

TARZAN OF THE APES

I eat bananas, coconuts and wild grapes.
I eat bananas, coconuts and wild grapes.
I eat bananas, coconuts and wild grapes.
That's why they call me:
TARZAN OF THE APES.
(motions - peel bananas, break coconuts on head, eat grapes,
beat chest.)

THERE WERE THREE JOLLY FISHERMEN

There were three jolly fishermen,
There were three jolly fishermen,
(Group one shouts: Fisher, fisher,
Group two shouts: Men, men, men.)
Fisher, fisher; men, men, men;
There were three jolly fishermen.

The first one's name was Abraham,
The first one's name was Abraham,
Abra, Abra; ham, ham, ham, etc.

The second one's name was I-I-saac
The second one's name was I-I-saac
I-I, I-I, zik, zik, zik, etc.

The third one's name was Ja-a-cob,
The third one's name was Ja-a-cob,
Ja-a, Ja-a; cub, cub, cub, etc.

They all went up to Jericho,
They all went up to Jericho,
Jer-i, Jer-i; cho, cho, cho, etc.

They should have gone to Amsterdam,
They should have gone to Amsterdam,
Amster, Amster, sh, sh, sh, etc.

THROW IT OUT THE WINDOW (Tune: Polly Wolly Doodle)

1. Mary had a little lamb, it's fleece was white as snow, And
everywhere that Mary went she threw it out the window, the
window, the second story window,
And everywhere that Mary went she threw it out the window

2. Old Mother Hubbard went to the cupboard
To fetch her poor dog a bone.
But when she got there, the cupboard was bare so she
Threw it out the window, the window, the second story
window.
But when she got there, the cupboard was bare so she
Threw it out the window.

For more verses, continue singing various nursery rhymes.

TRAIL THE EAGLE (Tune: On Wisconsin)

Trail the Eagle, Trail the Eagle,
Climbing all the time.
First the Star and then Life
Will on your bosom shine, Keep Climbing!
Blaze the trail, and we will follow
Hark, the Eagle's call;
On, Brothers, on until we're Eagles all.

VIVE LA COMPAGNIE

1. Let every good fellow now join in the song,
Vive la compagnie!
Success to each other and pass it along,
Vive la compagnie!
Vivel'a,ivel'a,ivel'amour,
Vivel'a,ivel'a,ivel'amour,
Vivel'a,ivel'a,ivel'amour,
Vive la compagnie!
2. A friend on the left and a friend on the right,
Vive la compagnie!
In one and good fellowship let us unite,
Vive la compagnie!
(Chorus)

VISTAY

Cummala, cummala, cummala vistay
Oh no, no, no, not ta vistay
Vistay
Vistay
Eenie, meenie, decimeenie
Ooo ah, ah, Amareenie
Acha, kacha, komerachie, ooh, ahh, ahh, ooh
Eish Skilly oh 'n dote 'n dit dat
'n what not and shhhh.
(Song leader sings each verse with audience repeating it back)

WALRUS HUNT SONG

DIRECTIONS

Leader explains that the Eskimo gets into his kayak and paddles with arms folded (move arms back and forth in paddling mo-

tion) Leader gives directions to Scouts who follow his action and then all sing chorus

CHORUS

Haukie taukie tiah, haukie taukie tiah
Hey diddle, hi diddle, ho diddle hey.
Haukie taukie tiah, haukie taukie tiah,
Hey diddle, hi diddle, ho diddle hey.

LEADER: Eskimo stops and sights for walrus with right hand turned so that he is sighting with the back of his hand shading his eyes while singing:

CHORUS

LEADER: He gets within range, takes his walrus gun, aims, and sings:

Hey tacoma, mishawaukee-boom; Hey tacoma mishawaukee boom; Hey tacoma mishawaukee-boom.

CHORUS

LEADER: He gets alongside the walrus. It is heavy. He lifts it into his kayak and sings:

Hey tacoma mishawaukee-ugh; Hey tacoma mishawaukee-ugh;
Hey tacoma mishawaukee-ugh.

CHORUS

LEADER: He paddles homeward slowly at first because of heavy load, then picks up speed. Everybody is waiting to greet him. He waves to all, smiles a toothy smile, singing:

Hey tacoma mishawaukee; Hey tacoma mishawaukee; Hey tacoma mishawaukee.

WE LIKE TO HIKE ALONG

We like to hike along, hike along
Light heart and free.
We like a rollicking song, a rollicking song
A jolly good bunch of Scouts are we.

WE'LL BUILD A BUNGALOW

We'll build a bungalow

Big enough for two
Big enough for two my honey
Big enough for two
And when we're married
Happy we'll be
Under the bamboo
Under the bamboo tree
Boom Boom, Boom Boom,
Boom Boom, Boom Boom, Boom Boom
If you'll be m-i-n-e mine
I'll be t-h-i-n-e thine
And I'll l-o-v-e love you
All the t-i-m-e time
You are the b-e-s-t best
Of all the r-e-s-t rest
And I'll l-o-v-e love you
All the t-i-m-e rack-em up, stack'em up, some time.

WHERE HAS MY LITTLE DOG GONE?

1st group sings: Um-pah-pah
2nd group sings: Um-sss-sss
3rd group sings: Um-peep-peep
4th group (optional) sings:
Um-tweedle-dee

Last group sings the melody of
"Where Has My Little Dog Gone?"

Oh where, oh where has my little dog gone?
Oh where, oh where can he be?
With his ears cut short and his tail cut long,
Oh where, oh where can he be?

WORMS

Chorus
Long, slim, slimy ones,
Short, fat, juicy ones,
Itsy, bitsy, fuzzy, wuzzy worms.

Nobody likes me,
Everybody hates me,
I'm going to eat some worms.

Chorus (repeat after each verse)

First you get a bucket,
Then you get a shovel,
Oh, how they wiggle and squirm.

First you pull the heads off,
Then you suck the guts out,
Oh, how they wiggle and squirm.

Down goes the first one,
Down goes the second one,
Oh, how they wiggle and squirm.

Up comes the first one,
Up comes the second one,
Oh, how they wiggle and squirm.



MORE SONGS

That Little Scout Who Follows Me

A careful scouter I ought to be
A little scout follows me
I do not dare to go astray
For fear he'll go the selfsame way.

Not once can I escape his eyes
Whate're he sees me do he tries
Like me, he says he's going to be -
That little scout who follows me.

He thinks that I am good and fine
Believes in every work of mine
The base in me he must not see -
That little scout who follows me.

I must remember as I go
Through summer sun and winter snow
I'm building for the years to be
That little scout who follows me.



All The Canyon Camp Companion Series Books:

The Canyon Camp Campfire Companion
Volume 1

The Canyon Camp Campfire Companion
Volume 2

The Canyon Camp Campfire Companion
Volume 3
(available June 1, 2002)

The Canyon Camp Club Camp Companion
(available April 1, 2003)

Can be obtained by writing or calling

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